



04-19-04

Express Mail Label No.

Dated: \_\_\_\_\_

Docket No.: 09867/0200009-US0  
(PATENT)

**IN THE UNITED STATES PATENT AND TRADEMARK OFFICE**

In re Patent Application of:  
Hajime Saito et al.

Application No.: 10/660,472

Art Unit: N/A

Filed: September 11, 2003

Petitions Examiner: Frances Hicks

For: GAME SYSTEM, SERVER APPARATUS AND  
REGISTER TERMINAL

**REQUEST FOR RECONSIDERATION OF PETITION UNDER 37 CFR 1.47(A)**

Mail Stop PETITION  
Commissioner for Patents  
P.O. Box 1450  
Alexandria, VA 22313-1450

Dear Sir/Madam:

**REMARKS**

There are six inventors: Hajime Saito, Osamu Migitera, Hotaru Komatsu, Chihiro Inoue, Kazuyasu Kawamura, and Takao Tada. Five have signed a declaration submitted December 17, 2003 but Mr. Takao Tada, who became unexpectedly became absent from work at Konami (the Assignee) as of April 7, 2003, did not sign. A Petition to Accompany Declaration Pursuant to 37 CFR 1.47(a) was filed on December 17, 2003 to petition the waiver of signature of Mr. Takao Tada.

A Dismissal of the December 17 Petition was mailed on February 26, 2004. The reason for the dismissal was that a "diligent effort" to find or locate the non-signing inventor, Mr. Takao Tada, was not sufficiently documented or proved to the satisfaction of the Petitions Examiner.

Further diligent efforts were exercised to locate Mr. Tada in addition to the telephone calls made at his last known phone number. It was found that Mr. Tada "reappeared" at his parents home in December of 2003. Subsequently, a package with a copy of the specification including claims and drawings were sent to his parents address, and as a result, his signature was obtained on a Supplemental Declaration, which is attached herewith. A more detail description regarding the diligent efforts is described in an enclosed declaration signed by a person having firsthand knowledge of facts.

In accordance with 37 CFR §1.67(a)(2), the enclosed Supplemental Declaration is submitted to correct the previous deficiency in the December 17 Declaration. The Supplemental Declaration sent to Mr. Tada for his signature was a copy of the December 17 Declaration that lacked his signature. Mr. Tada signed this Supplemental Declaration and returned it to us. As required under 37 CFR §1.67(a)(2), this supplemental Declaration (1) identifies all of the inventors and (2) is signed by Mr. Takao Tada to whom the deficiency relates.

An application data sheet with Mr. Takao Tada's updated presently known address is enclosed.

Thus, a request is respectfully made to reconsider the Petition in view of the further diligent efforts and the enclosed executed Supplemental Declaration signed by Mr. Takao Tada.

Dated: April 16, 2004

Respectfully submitted,

By 

Chris T. Mizumoto

Registration No.: 42,899

DARBY & DARBY P.C.

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New York, New York 10150-5257

(212) 527-7700

(212) 753-6237 (Fax)

Attorneys/Agents For Applicant

**DECLARATION ACCOMPANYING****THE REQUEST FOR RECONSIDERATION OF PETITION UNDER 37 CFR 1.47(A)**

I, Koji Yamamoto, hereby declare that I am a Japanese patent attorney representing Konami in connection with the above identified application. I am a member of Tokyo Central Patent Firm located at 4<sup>th</sup> Floor, Oak Building Kyobashi 1-16-10 Kyobashi, Chuou-ku Tokyo 104-0031 Japan. The following declaration is made to evidence the diligent efforts made to obtain Mr. Takao Tada's signature, one of the inventors of the invention described in US Patent Application No.: 10/660,472.

Mr. Takao Tada, one of the six inventors of the present invention, became absent from Konami as of April 7, 2003 and remained absent without giving any notice to Konami. Telephone calls were made during the summer, specifically July 7, 2003 and August 8, 2003, to try to reach the missing inventor. He was neither at his apartment (the last known address) nor at his permanent residence (his parents' home).

In December of 2003, the parents of Mr. Tada communicated with Konami that Mr. Tada has returned home.

In March 26, 2004, a package (Exhibit A) containing a copy of the specification including claims and drawings, a supplementary declaration, an assignment, request, and a cover letter were sent to the parents' address where Mr. Tada was residing. An English translation of the cover letter (Exhibit B) and an English translation of the request (Exhibit C) are provided herein. Additionally, mailing receipts and their translations are also provided herein (Exhibit D).

Upon receiving the March 26 documents, Mr. Tada called back on March 29, 2004 and articulated that he would sign the documents.

On March 30, 2004, the signed documents (the supplemental declaration and the assignment) were returned to me, Koji Yamamoto.

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine and imprisonment, or both, under 18 U.S.C. 1001, to the extent it is applicable and that such willful false statements may jeopardize the validity of the application, any patent issuing thereon, or any patent to which this declaration is directed.

By Koji Yamamoto Date 12/04/04  
Koji Yamamoto  
Japanese Patent Attorney for Konami  
Tokyo Central Patent Firm  
4<sup>th</sup> Floor, Oak Building Kyobashi  
Chuo-ku, Tokyo 104-0031 Japan





Application No. (if known): 10/660,472

Attorney Docket No.: 09867/0200009-US0

## Certificate of Express Mailing Under 37 CFR 1.10

I hereby certify that this correspondence is being deposited with the United States Postal Service as Express Mail, Airbill No. \_\_\_\_\_ in an envelope addressed to:

**EL 983947681-US**

Commissioner for Patents  
P.O. Box 1450  
Alexandria, VA 22313-1450

on April 16, 2004  
Date

  
Signature  
**D. DAVIS**

Typed or printed name of person signing Certificate

Note: Each paper must have its own certificate of mailing, or this certificate must identify each submitted paper.

1. Request for Reconsideration with Accompanying Declaration Under 37 CFR 1.47(A) (4 pgs) w/Exhibits A-D;
2. Supplemental Declaration and Power of Attorney for Patent Application (4 pgs.);
3. Application Data Sheet (4 pgs.);
4. Transmittal Form (1 page);
5. Copy of USPTO's Response to Petition; and
6. Return Postcard



PTO/SB/21 (08-03)

Approved for use through 07/31/2006. OMB 0651-0031

U.S. Patent and Trademark Office: U.S. DEPARTMENT OF COMMERCE

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<b>TRANSMITTAL FORM</b>  (to be used for all correspondence after initial filing)	Application Number	10/660,472	
	Filing Date	September 11, 2003	
	First Named Inventor	Hajime Saito	
	Art Unit	N/A	
	Examiner Name	Not Yet Assigned	
Total Number of Pages in This Submission	17	Attorney Docket Number	09867/0200009-US0

**ENCLOSURES (Check all that apply)**

<input type="checkbox"/> Fee Transmittal Form  <input type="checkbox"/> Fee Attached  <input type="checkbox"/> Amendment/Reply  <input type="checkbox"/> After Final  <input type="checkbox"/> Affidavits/declaration(s)  <input type="checkbox"/> Extension of Time Request  <input type="checkbox"/> Express Abandonment Request  <input type="checkbox"/> Information Disclosure Statement  <input type="checkbox"/> Certified Copy of Priority Document(s)  <input type="checkbox"/> Response to Missing Parts/ Incomplete Application  <input type="checkbox"/> Response to Missing Parts under 37 CFR 1.52 or 1.53	<input type="checkbox"/> Drawing(s)  <input type="checkbox"/> Licensing-related Papers  <input type="checkbox"/> Petition  <input type="checkbox"/> Petition to Convert to a Provisional Application  <input type="checkbox"/> Power of Attorney, Revocation Change of Correspondence Address  <input type="checkbox"/> Terminal Disclaimer  <input type="checkbox"/> Request for Refund  <input type="checkbox"/> CD, Number of CD(s) _____	<input type="checkbox"/> After Allowance Communication to Group  <input type="checkbox"/> Appeal Communication to Board of Appeals and Interferences  <input type="checkbox"/> Appeal Communication to Group (Appeal Notice, Brief, Reply Brief)  <input type="checkbox"/> Proprietary Information  <input type="checkbox"/> Status Letter  <input checked="" type="checkbox"/> Other Enclosure(s) (please identify below):  Request for Reconsideration with Accompanying Declaration Under 37 CFR 1.47(A) (4 pgs) w/Exhibits A-D; Supplemental Declaration and Power of Attorney for Patent Application (4 pgs.); Application Data Sheet (4 pgs.); Certificate of Express Mailing (1 pg.); and Copy of USPTO's Response to the Petition
<b>Remarks</b>		

**SIGNATURE OF APPLICANT, ATTORNEY, OR AGENT**

Firm or Individual name	DARBY & DARBY P.C. Chris T. Mizumoto - 42,899
Signature	
Date	April 16, 2004

Express Mail Label No.

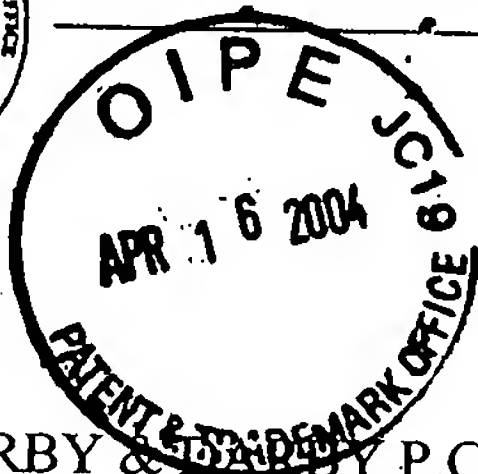
Dated: \_\_\_\_\_



UNITED STATES PATENT AND TRADEMARK OFFICE

Chris T. Mizumoto

COMMISSIONER FOR PATENTS  
UNITED STATES PATENT AND TRADEMARK OFFICE  
P.O. Box 1450  
ALEXANDRIA, VA 22313-1450  
www.uspto.gov



DARBY & DARBY P.C.  
POST OFFICE BOX 5257  
NEW YORK, NY 10150-5137

DUE: April 26, 2004

COPY MAILED

Docketed on 3/2 by DP for

FEB 26 2004

Docketed without file ☐

OFFICE OF PETITIONS

In re Application of  
Hajime Saito, et al.

Application No. 10/660,472

Filed: September 11, 2003

Attorney Docket No. 09867/0200009-US0

Attorney

ON PETITION

This is in response to the petition under 37 CFR 1.47(a), filed December 19, 2003.

The petition is dismissed.

Rule 47 applicant is given TWO MONTHS from the mailing date of this decision to reply, correcting the below-noted deficiencies. Any reply should be entitled "Request for Reconsideration of Petition Under 37 CFR 1.47(a)," and should only address the deficiencies noted below, except that the reply may include an oath or declaration executed by the non-signing inventor. **FAILURE TO RESPOND WILL RESULT IN ABANDONMENT OF THE APPLICATION.** Any extensions of time will be governed by 37 CFR 1.136(a).

A grantable petition under 37 CFR 1.47(a) requires: (1) proof that the non-signing inventor cannot be reached or refuses to sign the oath or declaration after having been presented with the application papers (specification, claims and drawings); (2) an acceptable oath or declaration in compliance with 35 U.S.C. §§ 115 and 116; (3) the petition fee; and (4) a statement of the last known address of the non-signing inventor. Applicant lacks items (1) set forth above.

As to item (1), the applicable statute (35 USC 116) requires that a "diligent effort" have been expended in attempting to find or reach the nonsigning inventor. See MPEP 409.03(a). The showing currently fails to demonstrate, with a documented showing, that a diligent effort was made to find or locate inventor Takao Tada, such that the declaration can be accepted under 37 CFR 1.47(a).

Where inability to find or locate a named inventor(s) is alleged, a statement of facts should be submitted that fully describes the exact facts which are relied on to establish that a *diligent effort* was made to locate the inventor. The statement(s) of fact must be signed, where at all possible, by a person having firsthand knowledge of the facts recited therein. Statements based on hearsay, will not normally be accepted.

The petition indicates that Mr. Tada was employed by Assignee of the Konami Corporation. Mr. Tada retired from his employment as of July 30, 2003 and presently his whereabouts cannot be determined. Since petitioner has access to inventor Tada's employee records, petitioner should indicate what an inspection of the records reveals as to a current address, forwarding address, or an address of the nearest living relative. What does inspection of the phone directories for those address locations reveal? Did any

of Mr. Tada's co-workers keep in touch with him? At the very least, a search should be made of the telephone directories of the greater Japan area, and any regional or national registry(s). Copies of the results of the search must be referred to in any renewed petition. See MPEP 409.03(d). If inventor Tada is located, then a complete copy of the application papers (specification, claims, drawings, drawings, oath, etc.) should be mailed to Mr. Tada's address, return receipt requested, along with a cover letter of instructions which includes a deadline or a statement that no response will constitute a refusal. This sort of ultimatum lends support to a finding of refusal by conduct. If the papers are returned and all other attempts to locate or reach the inventor, e.g., through personnel records, co-workers, E-mail, the Internet or the telephone, etc., continue to fail, then applicant will have established that the inventor cannot be reached or has refused to join in the application. The statements of facts must be signed, where at all possible, by a person having firsthand knowledge of the facts recited therein.

If the inventor is located and the inventor orally refuses to join in the application after having been presented with a copy of the application papers (specification, claims, drawings), that fact along with the time and place of the refusal must be stated in the affidavit or declaration. If, on the other hand, petitioner receives an express written refusal, a copy of the document evidencing that refusal must be made part of the affidavit or declaration.

Further correspondence with respect to this matter should be addressed as follows:

**By mail:** Mail Stop PETITION  
Commissioner for Patents  
Post Office Box 1450  
Alexandria, VA 22313-1450

**Effective December 1, 2003, the Office of Petitions can no longer receive hand-carried correspondence, or facsimile transmissions of correspondence. The centralized location for hand-carried correspondence is the Customer Window located at:**

2011 South Clark Place  
Crystal Plaza Two, Lobby  
Arlington, VA 22202

The centralized facsimile number is (703) 872-9306.

Telephone inquiries related to this decision should be directed to Irvin Dingle at (703) 306-5684.



Frances Hicks  
Lead Petitions Examiner  
Office of Petitions  
Office of the Deputy Commissioner  
for Patent Examination Policy



09867/0200009-USO

PTO/SB/106 (05-00)  
Approved for use through 10/31/02. OMB 0651-0032  
Patent and Trademark Office, U.S. DEPARTMENT OF COMMERCE

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

**SUPPLEMENTAL**  
**Declaration and Power of Attorney for Patent Application**

**特許出願宣言書及び委任状**

**Japanese Language Declaration**

**日本語宣言書**

私は、以下に記名された発明者として、ここに下記の通り宣言する：

As a below named inventor, I hereby declare that:

私の住所、郵便の宛先として国数は、私の氏名の後に記載された通りである。

My residence, post office address, and citizenship are as stated next to my name.

下記の名称の発明について、特許請求範囲に記載され、且つ特許が求められている発明主題に関して、私は、最初、最先且つ唯一の発明者である（唯一の氏名が記載されている場合）か、或いは最初、最先且つ共同発明者である（複数の氏名が記載されている場合）と信じている。

I believe I am the original, first and sole inventor (if only one name is listed below) or an original, first and joint inventor (if plural names are listed below) of the subject matter which is claimed and for which a patent is sought on the invention entitled

GAME SYSTEM, SERVER APPARATUS AND  
REGISTER TERMINAL

GAME SYSTEM, SERVER APPARATUS AND REGISTER  
TERMINAL

上記発明の明細書はここに添付されているが、下記の種がチェックされている場合は、この限りでない：

the specification of which is attached hereto unless the following box is checked:

☒ 09/11/2003 の日に出願され、

☒ was filed on 09/11/2003

この出願の米国出願番号または P C T 国際出願番号は、

as United States Application Number or

PCT International Application Number

10/660,472

であり、且つ

10/660,472

and was amended on

(if applicable).

の口に補正された出願（該当する場合）

私は、上記の補正書によって補正された、特許請求範囲を含む上記明細書を検討し、且つ内容を理解していることをここに表明する。

I hereby state that I have reviewed and understand the contents of the above identified specification, including the claims, as amended by any amendment referred to above.

私は、連邦規則法典第 37 編規則 1.56 に定義されている、特許性について重要な情報を開示する義務があることを認める。

I acknowledge the duty to disclose information which is material to patentability as defined in Title 37, Code of Federal Regulations, Section 1.56.



Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

### Japanese Language Declaration

(日本語宣言書)

私は、ここに、以下に記載した外国での特許出願または発明者証の出願、或いは米国以外の少なくとも一國を指定している米国法典第35編第365条(a)によるPCT国際出願について、同第119条(a)(d)項又は第365条(a)項に基づいて優先権を主張するとともに、優先権を主張する本出願の出願日より前の出願日を有する外国での特許出願または発明者証の出願、或いはPCT国際出願については、いかなる出願も、下記の枠内をチェックすることにより示した。

I hereby claim foreign priority under Title 35, United States Code Section 119(a)-(d) or 365(b) of any foreign application(s) for patent or inventor's certificate, or 365 (a) of any PCT International application which designated at least one country other than the United States listed below and have also identified below, by checking the box, any foreign application for patent, or inventor's certificate, or PCT International application having a filing date before that of the application for which priority is claimed.

#### Prior Foreign Application(s)

外国での先行出願

2002-265487  
(Number)  
(番号)

Japan  
(Country)  
(国名)

11/09/2002  
(Day/Month/Year Filed)  
(出願日/月/年)

☐

(Number)  
(番号)

(Country)  
(国名)

(Day/Month/Year Filed)  
(出願日/月/年)

☐

私は、ここに、下記のいかなる米国優先特許出願についても、その米国法典第35編第119条(e)項の利益を主張する。

I hereby claim the benefit under Title 35, United States Code, Section 119(e) of any United States provisional application(s) listed below.

(Application No.)  
(出願番号)

(Filing Date)  
(出願日)

(Application No.)  
(出願番号)

(Filing Date)  
(出願日)

私は、ここに、下記のいかなる米国出願についても、その米国法典第35編第120条に基づく利益を主張し、又米区を指定するいかなるPCT国際出願についても、その同第365条(c)に基づく利益を主張する。また、本出願の各特許請求の範囲の主題が、米国法典第35編第112条第1段に規定された態様で、先行する米国出願又はPCT国際出願に開示されていない場合においては、その先行出願の出願日と本国内出願日またはPCT国際出願日との間の期間中に入手された情報で、本特許請求の範囲第37編第1.56に定義された特許性に関わる重要な情報について開示義務があることを承認する。

I hereby claim the benefit under Title 35, United States Code, Section 120 of any United States application(s), or 365(c) of any PCT International application designating the United States, listed below and, insofar as the subject matter of each of the claims of this application is not disclosed in the prior United States or PCT International application in the manner provided by the first paragraph of Title 35, United States Code Section 112, I acknowledge the duty to disclose information which is material to patentability as defined in Title 37, Code of Federal Regulations, Section 1.56 which became available between the filing date of the prior application and the national or PCT International filing date of this application.

(Application No.)  
(出願番号)

(Filing Date)  
(出願日)

(Status Patented, Pending, Abandoned)  
(現況：特許許可、係属中、放棄)

(Application No.)  
(出願番号)

(Filing Date)  
(出願日)

(Status Patented, Pending, Abandoned)  
(現況：特許許可、係属中、放棄)

私は、ここに表明された私自身の知識に係わる陳述が真実であり、且つ情報と信ずることに基づく陳述が、真実であると信じられることを宣言し、さらに、故意に虚偽の陳述などを行った場合は、米国法典第18編第1001条に基づき、罰金または拘禁、若しくはその両方により処罰され、またそのような故意による虚偽の陳述は、本出願またはそれに対して発行されるいかなる特許も、その有効性に問題が生ずることを理解した上で陳述が行われたことを、ここに宣言する。

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.



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Japanese Language Declaration  
(日本語宣言書)

委任状: 私は本出願を審査する手続を行い、且つ米国特許商標庁との全ての業務を遂行するために、記名された発明者として、下記の弁護士及び/または弁理士を任命する。(氏名及び登録番号を記載すること)

POWER OF ATTORNEY: As a named inventor, I hereby appoint the following attorney(s) and/or agent(s) to prosecute this application and transact all business in the Patent and Trademark Office connected therewith: (list name and registration number).

Practitioners associated with Customer Number 07278:

書翰送付先  
DARBY & DARBY P.C.  
P.O. Box 5257  
New York, New York 10150-5257

Send Correspondence to:  
DARBY & DARBY P.C.  
P.O. Box 5257  
New York, New York 10150-5257

直通電話連絡先: (氏名及び電話番号)  
Joseph R. Robinson, (212) 527-7783

Direct Telephone Calls to: (name and telephone number)  
Joseph R. Robinson, (212) 527-7783

唯一または第一発明者氏名 Hajime Saito	Full name of sole or first inventor Hajime Saito
発明者の署名 日付	Inventor's signature Date 齋藤 肇 15/10/2003
住所 Tokyo, Japan	Residence Tokyo, Japan
国籍 Japan	Citizenship Japan
郵便の宛先 c/o Konami Corporation 4-1, Marunouchi 2-chome Chiyoda-ku Tokyo 100-6330; JAPAN	Post Office Address c/o Konami Corporation 4-1, Marunouchi 2-chome Chiyoda-ku Tokyo 100-6330; JAPAN

第二共同発明者がいる場合、その氏名 Osamu Migitera	Full name of second joint inventor, if any Osamu Migitera
第二共同発明者の署名 日付	Second inventor's signature Date 右寺 修 15/10/2003
住所 Tokyo, Japan	Residence Tokyo, Japan
国籍 Japan	Citizenship Japan
郵便の宛先 c/o Konami Corporation 4-1, Marunouchi 2-chome Chiyoda-ku Tokyo 100-6330; JAPAN	Post Office Address c/o Konami Corporation 4-1, Marunouchi 2-chome Chiyoda-ku Tokyo 100-6330; JAPAN

(第三以下の共同発明者についても同様に記載し、署名をすること)

(Supply similar information and signature for third and subsequent joint inventors.)



Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

Hotaru Komatsu	Full name of third joint inventor, if any Hotaru Komatsu
発明者の署名 日付	Inventor's signature Date 小松 ぼたる 15/10/2003
住所 Tokyo, Japan	Residence Tokyo, Japan
国籍 Japan	Citizenship Japan
郵便の宛先 c/o Konami Corporation 4-1, Marunouchi 2-chome Chiyoda-ku Tokyo 100-6330; JAPAN	Post Office Address c/o Konami Corporation 4-1, Marunouchi 2-chome Chiyoda-ku Tokyo 100-6330; JAPAN

Chihiro Inoue	Full name of fourth joint inventor, if any Chihiro Inoue
発明者の署名 日付	Inventor's signature Date 井上 ちひろ 15/10/2003
住所 Tokyo, Japan	Residence Tokyo, Japan
国籍 Japan	Citizenship Japan
郵便の宛先 c/o Konami Corporation 4-1, Marunouchi 2-chome Chiyoda-ku Tokyo 100-6330; JAPAN	Post Office Address c/o Konami Corporation 4-1, Marunouchi 2-chome Chiyoda-ku Tokyo 100-6330; JAPAN

Kazuyasu Kawamura	Full name of fifth joint inventor, if any Kazuyasu Kawamura
発明者の署名 日付	Inventor's signature Date 河村 和保 15/10/2003
住所 Tokyo, Japan	Residence Tokyo, Japan
国籍 Japan	Citizenship Japan
郵便の宛先 c/o Konami Corporation 4-1, Marunouchi 2-chome Chiyoda-ku Tokyo 100-6330; JAPAN	Post Office Address c/o Konami Corporation 4-1, Marunouchi 2-chome Chiyoda-ku Tokyo 100-6330; JAPAN

Takao Tada	Full name of sixth joint inventor, if any Takao Tada
発明者の署名 日付	Inventor's signature Date 多田 孝男 29/3/2004
住所 Tokyo, Japan	Residence Tokyo, Japan
国籍 Japan	Citizenship Japan
郵便の宛先 c/o Konami Corporation 4-1, Marunouchi 2-chome Chiyoda-ku Tokyo 100-6330; JAPAN	Post Office Address c/o Konami Corporation 4-1, Marunouchi 2-chome Chiyoda-ku Tokyo 100-6330; JAPAN



## Supplemental Application Data Sheet

### **Application Information**

Application number::	10/660,472
Filing Date::	09/11/03
Application Type::	Regular
Subject Matter::	Utility
Suggested Group Art Unit::	N/A
CD-ROM or CD-R?::	None
Sequence submission?::	None
Computer Readable Form (CRF)?::	No
Title::	GAME SYSTEM, SERVER APPARATUS AND REGISTER TERMINAL
Attorney Docket Number::	09867/0200009-US0
Request for Early Publication?::	No
Request for Non-Publication?::	No
Suggested Drawing Figure::	1
Total Drawing Sheets::	18
Small Entity?::	No
Petition included?::	No
Secrecy Order in Parent Appl.?::	No

### **Applicant Information**

Applicant Authority Type::	Inventor
Primary Citizenship Country::	Japan
Status::	Full Capacity
Given Name::	Hajime
Family Name::	Saito
City of Residence::	Tokyo
Country of Residence::	Japan
Street of mailing address::	c/o Konami Corporation 4-1, Marunouchi 2-chome; Chiyoda-ku

City of mailing address:: Tokyo  
Country of mailing address:: Japan  
Postal or Zip Code of mailing address:: 100-6330

Applicant Authority Type:: Inventor  
Primary Citizenship Country:: Japan  
Status:: Full Capacity  
Given Name:: Osamu  
Family Name:: Migitera  
City of Residence:: Tokyo  
Country of Residence:: Japan  
Street of mailing address:: c/o Konami Corporation  
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**Representative Information**

Representative Customer Number:: 07278

**Foreign Priority Information**

Country::	Application number::	FilingDate::	Priority Claimed::
Japan	2002-265487	09/11/02	Yes

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PTO/SB/05 (08-03)

Approved for use through 07/31/2006. OMB 0651-0032  
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it displays a valid OMB control number.

<b>UTILITY PATENT APPLICATION TRANSMITTAL</b> <small>(Only for new nonprovisional applications under 37 CFR 1.53(b))</small>	Attorney Docket No.	09867/0200009-US0
	First Inventor	Hajime Sato
	Title	GAME SYSTEM, SERVER APPARATUS AND REGISTER TERMINAL
	Express Mail Label No.	EV306627445US

**APPLICATION ELEMENTS**  
See MPEP chapter 600 concerning utility patent application contents.**ADDRESS TO:** MS Patent Application  
Commissioner for Patents  
P.O. Box 1450  
Alexandria, VA 22313-1450

1. ☒ Fee Transmittal Form (e.g., PTO/SB/17)  
(Submit an original, and a duplicate for fee processing)
2. ☐ Applicant claims small entity status.  
See 37 CFR 1.27.
3. ☒ Specification (Total Pages **60**)  
(preferred arrangement set forth below)
  - Descriptive title of the invention
  - Cross Reference to Related Applications
  - Statement Regarding Fed sponsored R & D
  - Reference to sequence listing, a table, or a computer program listing appendix
  - Background of the invention
  - Brief Summary of the invention
  - Brief Description of the Drawings (if filed)
  - Detailed Description
  - Claim(s)
  - Abstract of the Disclosure
4. ☒ Drawing(s) (35 U.S.C. 113) (Total Sheets **18**)
5. Oath or Declaration (Total Sheets **1**)
  - a. ☐ Newly executed (original or copy)
  - b. ☐ Copy from a prior application (37 CFR 1.63(d))  
(for continuation/divisional with Box 18 completed)
    - i. ☐ **DELETION OF INVENTOR(S)**  
Signed statement attached deleting inventor(s)  
named in the prior application,  
see 37 CFR 1.63(d)(2) and 1.33(b).
6. ☒ Application Data Sheet. See 37 CFR 1.76

7. ☐ CD-ROM or CD-R in duplicate, large table or Computer Program (Appendix)
8. Nucleotide and/or Amino Acid Sequence Submission  
(if applicable, all necessary)
  - a. ☐ Computer Readable Form (CRF)
  - b. Specification Sequence Listing on:
    - i. ☐ CD-ROM or CD-R (2 copies); or
    - ii. ☐ Paper
  - c. ☐ Statements verifying identity of above copies

**ACCOMPANYING APPLICATION PARTS**

9. ☐ Assignment Papers (cover sheet & document(s))
10. ☐ 37 CFR 3.73(b) Statement (when there is an assignee) ☐ Power of Attorney
11. ☐ English Translation Document (if applicable)
12. ☐ Information Disclosure Statement (IDS)/PTO-1449 ☐ Copies of IDS Citations
13. ☐ Preliminary Amendment
14. ☒ Return Receipt Postcard (MPEP 503)  
(Should be specifically itemized)
15. ☒ Certified Copy of Priority Document(s)  
(if foreign priority is claimed)
16. ☐ Nonpublication Request under 35 U.S.C. 122 (b)(2)(B)(i).  
Applicant must attach form PTO/SB/35 or its equivalent.
17. ☒ Other: Certificate of Express Mailing Under 37 CFR 1.10

18. If a CONTINUING APPLICATION, check appropriate box, and supply the requisite information below and in the first sentence of the specification following the title, or in an Application Data Sheet under 37 CFR 1.76:

☐ Continuation ☐ Divisional ☐ Continuation-in-part (CIP) of prior application No.: \_\_\_\_\_

Prior application information: Examiner \_\_\_\_\_

Art. Unit: \_\_\_\_\_

For CONTINUATION OR DIVISIONAL APPS only: The entire disclosure of the prior application, from which an oath or declaration is supplied under Box 5b, is considered a part of the disclosure of the accompanying continuation or divisional application and is hereby incorporated by reference. The incorporation can only be relied upon when a portion has been inadvertently omitted from the submitted application parts.

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Signature	MARIE GILFILLAN 44085		Date September 11, 2003



PTO/SB/17 (08-03)  
Approved for use through 07/31/2006. OMB 0651-0032  
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

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# FEE TRANSMITTAL for FY 2003

Effective 01/01/2003, Patent fees are subject to annual revision.

☐ Applicant claims small entity status. See 37 CFR 1.27

TOTAL AMOUNT OF PAYMENT (\$ ) 0.00

**Complete if Known**  
Application Number Not Yet Assigned  
Filing Date Concurrently Herewith  
First Named Inventor Hajime Sato  
Examiner Name Not Yet Assigned  
Art Unit N/A  
Attorney Docket No. 09867/0200009-US0

## METHOD OF PAYMENT (check all that apply)

☐ Check ☐ Credit Card ☐ Money Order ☐ Other ☒ None

☐ Deposit Account:

Deposit Account Number

Deposit Account Name

Darby & Darby P.C.

The Director is authorized to: (check all that apply)

☐ Charge fee(s) indicated below ☐ Credit any overpayments

☐ Charge any additional fee(s) during the pendency of this application

☐ Charge fee(s) indicated below, except for the filing fee to the above-identified deposit account.

## FEE CALCULATION

### 1. BASIC FILING FEE

Large Entity		Small Entity		Fee Description	Fee Paid
Fee Code	Fee (\$)	Fee Code	Fee (\$)		
1001	750	2001	375	Utility filing fee	750.00
1002	330	2002	165	Design filing fee	
1003	520	2003	260	Plant filing fee	
1004	750	2004	375	Reissue filing fee	
1005	160	2005	80	Provisional filing fee	

SUBTOTAL (1) (\$ ) 750.00

### 2. EXTRA CLAIM FEES FOR UTILITY AND REISSUE

Total Claims		Extra Claims		Fee from below		Fee Paid
	20	-20** =		x		0.00
Independent Claims	4	-3** =	1	x	84.00	84.00
Multiple Dependent						

Large Entity		Small Entity		Fee Description
Fee Code	Fee (\$)	Fee Code	Fee (\$)	
1202	18	2202	9	Claims in excess of 20
1201	84	2201	42	Independent claims in excess of 3
1203	280	2203	140	Multiple dependent claim, if not paid
1204	84	2204	42	** Reissue independent claims over original patent
1205	18	2205	9	** Reissue claims in excess of 20 and over original patent

SUBTOTAL (2) (\$ ) 84.00

\*\*or number previously paid, if greater; For Reissues, see above

## FEE CALCULATION (continued)

### 3. ADDITIONAL FEES

Large Entity		Small Entity		Fee Description	Fee Paid
Fee Code	Fee (\$)	Fee Code	Fee (\$)		
1051	130	2051	65	Surcharge - late filing fee or oath	
1052	50	2052	25	Surcharge - late provisional filing fee or cover sheet	
1053	130	1053	130	Non-English specification	
1812	2,520	1812	2,520	For filing a request for ex parte reexamination	
1804	920*	1804	920*	Requesting publication of SIR prior to Examiner action	
1805	1,840*	1805	1,840*	Requesting publication of SIR after Examiner action	
1251	110	2251	55	Extension for reply within first month	
1252	410	2252	205	Extension for reply within second month	
1253	930	2253	465	Extension for reply within third month	
1254	1,450	2254	725	Extension for reply within fourth month	
1255	1,970	2255	985	Extension for reply within fifth month	
1401	320	2401	160	Notice of Appeal	
1402	320	2402	160	Filing a brief in support of an appeal	
1403	280	2403	140	Request for oral hearing	
1451	1,510	1451	1,510	Petition to institute a public use proceeding	
1452	110	2452	55	Petition to revive - unavoidable	
1453	1,300	2453	650	Petition to revive - unintentional	
1501	1,300	2501	650	Utility issue fee (or reissue)	
1502	470	2502	235	Design issue fee	
1503	630	2503	315	Plant issue fee	
1460	130	1460	130	Petitions to the Commissioner	
1807	50	1807	50	Processing fee under 37 CFR 1.17(q)	
1806	180	1806	180	Submission of Information Disclosure Stmt	
8021	40	8021	40	Recording each patent assignment per property (times number of properties)	
1809	750	2809	375	Filing a submission after final rejection (37 CFR 1.129(a))	
1810	750	2810	375	For each additional invention to be examined (37CFR 1.129(b))	
1801	750	2801	375	Request for Continued Examination (RCE)	
1802	900	1802	900	Request for expedited examination of a design application	

Other fee (specify)

\*Reduced by Basic Filing Fee Paid

SUBTOTAL (3) (\$ ) 0.00

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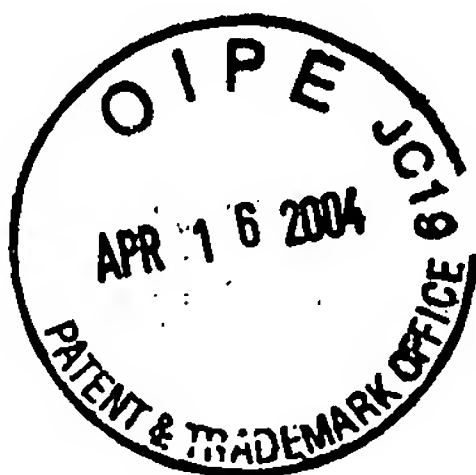
Date

September 11, 2003

EV 306627445 US

Express Mail Label No.

Dated: 9/11/03



## Application Data Sheet

### **Application Information**

Application Type::	Regular
Subject Matter::	Utility
Suggested Group Art Unit::	N/A
CD-ROM or CD-R?::	None
Sequence submission?::	None
Computer Readable Form (CRF)?::	No
Title::	GAME SYSTEM, SERVER APPARATUS AND REGISTER TERMINAL
Attorney Docket Number::	09867/0200009-US0
Request for Early Publication?::	No
Request for Non-Publication?::	No
Suggested Drawing Figure::	1
Total Drawing Sheets::	18
Small Entity?::	No
Petition included?::	No
Secrecy Order in Parent Appl.?::	No

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**Representative Information**

Representative Customer Number:: 07278

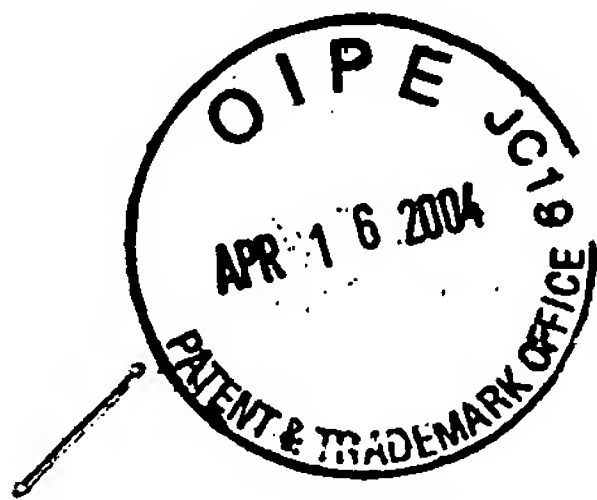
**Foreign Priority Information**

Country::	Application number::	FilingDate::	Priority Claimed::
Japan	2002-265487	09/11/02	Yes

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P.O. Box 1450, Alexandria, VA 22313-1450 by "Express Mail  
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J. Stantini A. Stantini  
Name (Print) Signature

## SPECIFICATION

### GAME SYSTEM, SERVER APPARATUS, and REGISTER TERMINAL

#### BACKGROUND OF THE INVENTION

##### 5 Field of the Invention

The present invention relates to a game system comprising a plurality of game machines and servers.

#### Description of the Related Art

10 Game machines capable of being connected with servers are in widespread use with the improvement of communication networks, such as the Internet. From the game machines like that, players can sometimes buy some items, for example clothes of a character appearing in the game with points given in accordance with the  
15 result of the game.

However, as the existing game system is constructed independently by every kind of game, with the points a player getting in a certain game, the player can't buy any items appearing in the other games. In other words, the existing points are  
20 given in accordance with the result of a certain game, but the scope of use is limited to that game.

#### SUMMARY OF THE INVENTION

The present invention has been developed in view of the  
25 above situation and has the issue to provide a game system using points capable of being used through numerous different games, and server machine and register terminal used in the game system.

The present invention will now be described below.

A game system according to the present invention comprises plurality of game machines and a server being prepared for the game machines. Each of the game machines is capable of playing  
5 different kinds of games from each other. Each of the game machines comprising a first sending device for sending sending-information including identification-information to identify a user. The server comprises a point storage device for storing the identification-information and points so as to  
10 be corresponded with each other, the points being given in accordance with contents of user's playing in each game on each of the game machines and having a trading value unified thorough the games, a trading device for trading the points for any one of a plurality of unique datas, each of which is used uniquely  
15 in any one of the games, and a second sending device for sending the traded unique data. Each of the game machines or the server comprises a converting device for converting play-information indicating the contents of user's playing in each game on each of the game machines into the points.

20 According to this game system, points used in various kinds of games are controlled associated with identification-information, the contents of user's playing various games are converted to points, and the converted points can be reflected in the control contents. Therefore, when a  
25 player plays a certain game, the player can accumulate points having the trading value for data used in other games. The unique data may be any data so long as it describes game elements giving

changes in the game, and for example, the data may be music data or image data directly used in the game, instruction data for making the game elements held by the game machine itself effective, or a program module applied to the game. The contents of user's  
5 playing include elements relating to the contents the user has played each game, such as scores as a result of playing the game (play result), the number of plays, the number of cleared stages, and lost points in a disadvantageous situation.

When the converting device is mounted on the game machines  
10 each, the sending-information includes the points. When the converting device is mounted on the server, the sending-information includes the play-information. The function for converting the play-information to the points may be included in the game machine or the server. When the game  
15 machine has this function, the processing load of the server can be reduced. On the other hand, when the server has this function, correspondence between the play-information and the points can be converted easily.

The server may comprise a data storage device for storing  
20 user available data that the identification-information and at least one of the plurality of unique datas available to the user are associated with each other, and a storage control device for, when the server receives a trading request to trade any one of the plurality of unique datas together with the  
25 identification-information, updating the points, corresponding to the received identification-information in the point storage device, to a value obtained by subtracting points corresponding

to the unique data to be traded. The trading device may allow the unique data to be traded to be reflected in the user available data corresponding to the received identification-information in the data storage device. According to this invention, the  
5 identification-information and the data can be associated with each other according to the trading request, and the points corresponding to the unique data can be subtracted from the points held by the user. The user available data stored in the data storage device may be formed by the identification-information  
10 and codes each designating available unique data associated with the identification-information, when the unique datas are stored in another storage device.

The point storage device may further store authentication information for verifying the user in association with the  
15 identification-information and the points. The trading device and the storage control device updates the points stored in the point storage device and the user available data stored in the data storage device according to the trading request, in the case where the user is authenticated as a proper user based on  
20 the authentication information. According to this invention, since update of the stored contents is carried out on condition of the authentication, the security can be improved. The authentication information may be, for example, biological information such as fingerprints as well as passwords.

25 When any one of designating informations, each of which designates any one of the plurality of unique datas and the identification-information, sent in association with each other

from the game machine to the server, in the case where the user  
available data that the unique data designated by the sent  
designating information is associated with the sent  
identification-information is stored in the data storage device,  
5 the second sending device may send the designated unique data  
to the game machine. In this case, data available to the user  
can be downloaded to the game machine.

More specifically, the data storage device may comprise  
a first storage device for storing the plurality of unique datas  
10 and the designating informations each of which designates each  
of the plurality of unique datas so to be associated with each  
other, and a second storage device for storing the designating  
informations, each of which designates the unique data available  
to the user among the designating informations stored in the  
15 first storage device, and the identification-information so as  
to be associated with each other. When the server receives the  
identification-information from the game machine, the second  
sending device may read the designating informations stored in  
association with the received identification-information from  
20 the second storage device and sends the read designating  
informations to the game machine, and, when the server receives  
a designating information selected among the sent designating  
informations from the game machine, the second sending device  
may read the unique data stored in association with the received  
25 designating information from the first storage device and sends  
the read unique data to the game machine.

According to this invention, since the designating

information for designating the unique data, which is now available to a player who has traded it, is sent prior to the download of the unique data, the player can know of the unique data available to the player. After the player selects the unique data, the unique data is downloaded. As a result, the communication resources can be used effectively.

It is desired that when the server receives a donation request including the identification-information of a sender, the identification-information of a receiver, and points to be donated from the sender to the receiver, the storage control device subtracts the points to be donated from the points stored in the point storage device in association with the identification-information of the sender, and adds the points to be donated to the points stored in the point storage device in association with the identification-information of the receiver. According to this invention, donation of points between players becomes possible.

It is desired that the server comprises a notification device for notifying a user to be the receiver of donation, when the storage control device updates the points stored in the point storage device according to the donation request. According to this invention, the player to be the receiver can know of the donation of the points.

More specifically, the notification device preferably comprises a generation device for generating a mail notifying the donation of the points, a mail storage device for storing the mail associated with the identification-information of the



receiver, and a mail sending device, which upon reception of the identification-information to be sent when the user plays the game, from the game machine, reads out the mail stored associated with the identification-information of the receiver,  
5 which agrees with the received identification-information by searching the mail storage device, and sends the mail to the game machine. In this case, the mail can be sent by using the game system, without using an existing electronic mail system, and the player, being the receiver, can know of the donation,  
10 at the time of using the game machine for the first time after the donation.

Moreover, the identification-information is an individual identification-information to identify the user for each kind of the games. The data storage device comprises an individual  
15 storage device controlled for each kind of the games, and the individual storage device stores individual available data that the individual identification-information and at least one of the plurality of unique data available to the user are associated with each other. When the server receives a common  
20 identification-information issuing request including common identification-information to link the individual identification-informations corresponding to a same user and the individual identification-informations to be linked, the storage control device stores the received common  
25 identification-information and the received individual identification-informations so as to be associated with each other in the point storage device.

According to this invention, by linking the common identification-information with the individual identification-information, the stored contents in the respective individual storage devices can be associated with each other, so that the points can be used by the player identified by the common identification-information. When an individual file for controlling the play results for each kind of the games already exist, points effective between different games can be introduced, without changing the stored contents in these files.

10 The individual available data stored in the data storage device may be formed by the individual identification-information and codes each designating an available unique data associated with the individual identification-information, when the unique data are stored in another storage device.

15 The game machine may comprise a readout device for reading out the individual identification-information from an information storage medium storing any one of the individual identification-informations, and the first sending device sends the individual identification-information read out by the

20 readout device to the server. The unique data may include at least one of music data, image data for displaying the background on the game screen, item data indicating items used by characters appearing in the game, and performance data specifying the performance of objects appearing in the game.

25 A server according to the present invention is prepared commonly for a plurality of game machines capable of playing different kinds of games from each other, and comprises

a point storage device for storing identification-information for identifying a user and points so as to be corresponded with each other, the points being given in accordance with contents of user's playing in each game on each of the game machines and  
5 having a trading value unified through the games, a trading device for trading the points for any one of a plurality of unique datas, each of which is used uniquely in any one of the games, and a sending device for sending the traded unique data to the game machines.

10           According to this server, points to be used in various kinds of games are controlled, associated with the identification-information, the play results of the various kinds of games are converted to points, and the converted points can be reflected in the control contents. Therefore, the player  
15 can accumulates points having the trading value for data applied to other games, by playing a certain game.

          The server preferably comprises a converting device for converting play-information indicating the contents of user's playing in each game on each of the game machines to the points,  
20 and a storage control device which, upon reception of the identification-information and the play-information from the game machine, allows the converted points to be reflected in the points stored in the point storage device in association with the received identification-information. According to  
25 this invention, since the play-information is converted to points in the server, the conversion rule predetermined for each of the games can be easily changed. For example, when the conversion

rule for a certain game is to be changed, it is only necessary to update the stored contents in the server relating to the conversion rule.

The server further comprises a data storage device for  
5 storing user available data that identification-information and  
at least one of the plurality of the unique datas available to  
the user are associated with each other. The storage control  
device which, upon reception of a trading request to trade any  
one of the plurality of unique datas together with the  
10 identification-information, updates the points, corresponding  
to the received identification-information in the point storage  
device, to a value obtained by subtracting points corresponding  
to the unique data to be traded. The trading device allows the  
unique data to be traded to be reflected in the user available  
15 data corresponding to the received identification-information  
in the data storage device. According to this invention, the  
identification-information and the data are associated with each  
other according to the trading request, and the points  
corresponding to the data can be subtracted from the points held  
20 by the user. The user available data stored in the data storage  
device may be formed by the identification-information and codes  
each designating available unique data associated with the  
identification-information, when the unique datas are stored  
in another storage device.

25 When any one of designating informations each of which  
designates any one of the plurality of unique datas and the  
identification-information are sent in association with each

other from the game machine to the server, in the case where the user available data that the unique data designated by the sent designating information is associated with the sent identification-information is stored in the data storage device,  
5 the sending device may send the designated unique data to the game machine. In this case, the user can download the available unique data to the game machine.

More specifically, the data storage device may comprise a first storage device for storing the plurality of unique datas  
10 and the designating informations each of which designates each of the plurality of unique datas so as to be associated with each other, and a second storage device for storing the designating informations, each of which designates the unique data available to the user among the designating informations stored in the  
15 first storage device, and the identification-information so as to be associated with each other. Upon reception of the identification-information from the game machine, the sending device may read the designating informations stored in association with the received identification-information from  
20 the second storage device and may send the read designating informations to the game machine, and, upon reception of a designating information selected among the sent-designating informations from the game machine, the sending device may read the unique data stored in association with the received  
25 designating information from the first storage device and may send the read unique data to the game machine. According to this invention, since the designating information for

designating the unique data traded by the player and available now, is sent prior to downloading the unique data, the player can know about the available unique datas.

When the server receives a donation request including the  
5 identification-information of a sender, the  
identification-information of a receiver, and points to be  
donated from the sender to the receiver, the storage control  
device may subtract the points to be donated from the points  
stored in the point storage device in association with the  
10 identification-information of the sender, and may add the  
points to be donated to the points stored in the point storage  
device in association with the identification-information of  
the receiver. According to this invention, the server can control  
donation of points between players.

15 The server preferably comprises a notification device for  
notifying a user to be the receiver that donation has been done,  
when the storage control device updates the points stored in  
the point storage device according to the donation request.  
According to this invention, the player to be the receiver, can  
20 know about the donation of points.

The identification-information may be an individual  
identification-information to identify the user for each kind  
of the games. The data storage device may comprise an individual  
storage device controlled for each kind of the games. The  
25 individual storage device may store individual available data  
that the individual identification-information and at least one  
of the plurality of unique datas available to the user are

associated with each other. When the server receives a common identification-information issuing request including common identification-information to link the individual identification-informations corresponding to a same user and  
5 the individual identification-informations to be linked, the storage control device may store the received common identification-information and the received individual identification-informations so as to be associated with each other in the point storage device.

10 According to this invention, by linking the common identification-information and the individual identification-informations with each other, the stored contents in the respective individual storage devices can be associated with each other, so that points can be used by the player identified  
15 by the common identification-information. When individual files for controlling the play results for each kind of the games already exist, points effective between different games can be introduced, without changing the stored contents of these files. The individual available data stored in the data storage device  
20 may be formed by the individual identification-information and codes each designating an available unique data associated with the individual identification-information, when the unique data are stored in another storage device.

A register terminal may be connected via a communication  
25 network with a server controlling an individual identification-information for identifying a user and data available to the user in association with each other for each



kind of games, and controls common identification-information for linking the individual identification-informations corresponding to a same user and points given in accordance with contents of user's playing and having a trading value unified  
5 through the games in association with each other. The register terminal comprises a readout device for reading out the individual identification-information from an information storage medium storing any one of the individual identification-informations, an input device for inputting the common  
10 identification-information, and a sending device for sending the common identification-information input by the input device and the read out individual identification-information to the server. According to this register terminal, a plurality of individual identification-information can be associated with  
15 one common identification-information. Therefore, when various kinds of individual information is controlled for each kind of games, associated with the individual identification-information, points having a unified trading value through games can be introduced, without changing the  
20 already constructed control system. The register terminal includes the game machine.

#### BRIEF DESCRIPTION OF THE DRAWING

FIG. 1 is a block diagram illustrating the overall  
25 configuration of a game system 100 according to one embodiment of the present invention.

FIG. 2 is a diagram illustrating one example of stored

contents in a common ID control file 51 and an individual game control file 52.

FIG. 3 is a perspective view illustrating a design of an integrated amusement terminal 2.

5 FIG. 4 is a block diagram of an electric construction of the integrated amusement terminal 2.

FIG. 5 is a flowchart explaining the operation of a CPU 50 in a server 5, relating to accumulation of common points.

10 FIG. 6 is a diagram indicating an initial screen displayed on a main display 21 of the amusement terminal 2.

FIG. 7 is a sequence diagram indicating the operation of the integrated amusement terminal 2 and the server 5 in new registration processing of a common ID.

15 FIG. 8 is a diagram illustrating an input screen to be displayed in the input processing.

FIGS. 9A and 9B are diagrams illustrating examples of records recorded in the common ID control file 51.

20 FIG. 10 is a sequence diagram indicating the operation of the integrated amusement terminal 2 and the server 5 in additional registration processing of the common ID.

FIG. 11 is a sequence diagram indicating the operation of the integrated amusement terminal 2 and the server 5, when a player purchases music pieces in a record shop.

25 FIG. 12 is a diagram illustrating one example of the initial screen in the record shop.

FIG. 13 is a diagram illustrating one example of a menu screen at the time of purchasing of music pieces.

FIG. 14 is a diagram illustrating an update example of a common ID control file 51.

FIG. 15 is a diagram illustrating an update example of an individual game control file 52A.

5        FIG. 16 is a sequence diagram indicating the operation of the integrated amusement terminal 2, the server 5 and a game machine 1A, when a player transfers the common points.

FIG. 17 is a diagram illustrating one example of a mail screen at the time of transmission of the common points.

10       FIG. 18 is a sequence diagram indicating the operation of the game machine 1A and the server 5, when music data is distributed to a music game machine.

#### DESCRIPTION OF THE PREFERRED EMBODIMENTS

15       One embodiment of a game system according to the present invention will be described below, with reference to the drawings.

##### 1. Configuration of Game System

FIG. 1 is a block diagram illustrating the overall configuration of a game system 100. The game system 100 comprises  
20       respective shops SH, ... SH, a communication network NET such as the Internet, a plurality of mobile phones MS, ... MS, and personal computers PC, ... PC.

In the shop SH, game machines of different kinds, such as a music game machine 1A, a mah-jong game machine 1B and an  
25       action game machine 1C are installed. These game machines 1A, 1B and 1C, and the integrated amusement terminal 2 are connected to the communication network NET via a hub 3 and a router 4,

so that data communication is possible with the server 5.

The game machines 1A, 1B and 1C comprise a magnetic card reader and writer (not shown), so that information is read out from an ID card 10 or written therein. The ID card 10 is a magnetic  
5 card, and kind information specifying kind of the game and an individual ID are recorded therein. The individual ID is identification-information for identifying players for each kind of the games. The ID card 10 is used according to the kind of the game. In other words, an ID card 10A exclusive for the music  
10 game is used for the game machine 1A, an ID card 10B exclusive for the mah-jong game is used for the game machine 1B, and an ID card 10C exclusive for the action game is used for the game machine 1C. Therefore, one player may have a plurality of kinds of ID cards 10.

15 The ID card 10 is sold by a single-purpose card vending machine (not shown) or the integrated amusement terminal 2, which is installed in the shop SH. When a player wants to play a game, using the ID card 10, it is necessary to register the individual ID. The registration of the individual ID is performed by the  
20 integrated amusement terminal 2 or the respective game machines 1A, 1B, 1C, . . . . Specifically, the player inserts the ID card 10 into the magnetic card reader, and inputs, for example, up to eight alphanumeric characters according to the guidance displayed on the display. Then, the input alphanumeric  
25 characters are stored in the server 5 as the individual ID.

When the player plays the game by using the ID card 10, the respective game machines 1A, 1B, 1C generates result

information indicating the play result, and send the generated result information to the server 5. The result information has different contents depending on the kind of the game, but may include the game score, the progress of the game, the obtained  
5 items, the number of plays, and the like. For example, the result information of the mah-jong game may include the scores and ranking at tonpoo battles, kinds and times of winning combinations, obtained items, and the number of plays. The result information for the action game may include the obtained points, the kind  
10 of the defeated rival character, and the obtained items.

The server 5 controls the game score and the like, associated with the individual ID. When the player visits the shop next time to play the same game, the server 5 sends the information indicating the past game score and the progress of  
15 the game to the respective game machines 1A, 1B, 1C, and the like. As a result, the player can restart the suspended game, or confirm the past game score and the like.

The server 5 has a CPU 50, a common ID control file 51, an individual game control file 52, a contents file 53, and a  
20 mail file 54. The CPU 50 is programmed so as to be able to access these files to read out the stored contents or update the stored contents.

One example of the stored contents of the common ID control file 51 and the individual game control file 52 is respectively  
25 shown in FIG. 2. The common ID control file 51 is for controlling various kinds of information in a table format, and the data structure thereof has a plurality of lines and rows. In each

line of the common ID control file 51, a common ID, password, common points, the individual ID, and user information are stored, associated with each other. In the explanation below, a set of information written in one line in the file 51 is referred  
5 to as a record.

The common ID is identification-information for associating the individual IDs given for each kind of the games, and identifying players. The common ID is registered by a different procedure from that of the individual ID. Specifically,  
10 the player operates the integrated amusement terminal 2, to write the common ID card 10 in the common ID control file 51, together with the password and the individual ID.

The user information is information relating to the players, and includes gender, hobbies, birthday, telephone number, mail  
15 address and the like. The user information is provided to the server 5, on condition that after registering the common ID, the player accesses the homepage on the Internet, by using a mobile phone MS or a personal computer PC, to input the common ID and the password on the homepage. The administrator of the  
20 server 5 can use the user information for market research for the games, and services such as giving common points on the birthday.

The common points have a value exchangeable for data of game elements giving a change in various kinds of games, wherein  
25 the size of the value is represented numerically. In other words, the common point is different from a conventional point in that it has a unified trading value through the games. The game



elements in the music game may include reproduced music pieces, and bracelets, hats and dresses of characters dancing to the music. The game elements in the mah-jong game may include wallpaper, Reach-declaring sticks, see-through glasses, and the  
5 like. The game elements in the action game may include parameters of characters relating to a combat, such as punching power, mobile speed, and jumping power, as well as the dresses of characters, technique of the characters, environment of a fighting ground, and the like. The game elements in a racing game may include  
10 parameters relating to the vehicle performance, such as performance of the brake, maximum torque, and weight, as well as a racing course, type of the car and parts such as an engine and a suspension. Moreover, the game elements in a role playing game may include items such as magic, a shield and a sword.

15       The common points are given to a player according to the play results, such as game score and the number of plays. The player can use the common points to purchase various kinds of game elements. Alternatively, the player can sell the purchased game elements to return these to the common points. It is  
20 important for enjoying the game that the common points have not only a value exchangeable for game elements in a certain game, but also a value exchangeable for game elements relating to other games.

For example, it is assumed that a certain player has a  
25 strong point in the mah-jong game, but a weak point in the music game or action game. In this case, the player plays the mah-jong game to obtain high common points, and use the common points

to purchase music pieces in the music game or items in the action game. When the skill of the player in the music game or the action game is improved, the player can obtain high common points by playing these games, and use the obtained common points to  
5 purchase further game elements in other games. In other words, by introducing a common value which does not rely on the kind of the games as the common point, it becomes possible to reflect the play result such as the game score and the number of plays in the game contents of other kinds of games according to the  
10 intention of the player, to enjoy a plurality of kinds of games by associating these games effectively with each other.

The individual game control file 52 includes individual files 52A, 52B . . . constituted for each kind of the games. An individual file 52A is a file dedicated for the music game, and  
15 an individual file 52B is a file dedicated for the mah-jong game. The respective individual files 52A, 52B . . . store individual IDs and individual information so as to be associated with each other as user available data or individual available data.

The individual information recorded in the individual file  
20 52A dedicated for the music game includes a music designating code, the past game score, ranking and the like. The music designating code designates music data available to the player in the music game.

The individual information recorded in the individual file  
25 52B dedicated for the mah-jong game includes an item designating code for designating various kinds of items, the past game score, ranking and the like. The items include wallpaper used as the

background on the game screen, Reach-declaring sticks for enabling declaration of Reach-Tsumo, and see-through glasses that can see through tiles of the opponents.

The data recorded in the respective individual files 52A, 52B . . . are associated with each other by the common ID. For example, an individual ID in the music game, "A123333" and an individual ID in the mah-jong game, "B655123" are associated with each other by a common ID "zcvbnmq".

The contents file 53 includes individual files 53A, 53B . . . formed for each kind of the games. The individual file 53A is a file for recording contents dedicated for the music game, and the individual file 53B is a file for recording contents dedicated for the mah-jong game. The server 5 reads out data from the contents file 53 according to need, and downloads the read-out file to the respective game machines 1A, 1B . . . .

The integrated amusement terminal 2 has functions of registration of the common ID, purchase of items by using the common points, execution of the game, perusal of individual information and the like. FIG. 3 is a perspective view illustrating the appearance of the integrated amusement terminal 2. A main display 21 is arranged at the front of the integrated amusement terminal 2, and a sub-display 22 is arranged on the upper face of a table 30 extending to this side. The sub-display 22 has a touch panel. When a player touches the display according to the display content on the sub-display 22, an operation instruction is input by the touch panel. An input unit 24, which is used by the player for inputting an instruction, is provided

on the right side of the sub-display 22. An insertion slot 281 for the ID card 10 is provided below the main display 21 at the center, and speakers 23 are provided at the right and left sides of the insertion slot 281.

5        Since the main display 21 has a large screen and is arranged at the front, the player as well as another person can see the screen. On the other hand, since the sub-display 22 has a small screen and is arranged on the upper face of the table 30, the player can look at the screen from above, but the other person  
10 cannot see the screen on the sub-display 22 due to the player standing in front of it. Therefore, a menu screen at the time of registering the common ID and purchasing the items, or the game screen is displayed on the main display 21, and information with high secrecy such as a common ID input by the player at  
15 the time of registering the common ID is displayed on the sub-display 22.

FIG. 4 is a block diagram illustrating the electric configuration of the integrated amusement terminal 2. The integrated amusement terminal 2 comprises the above-described  
20 main display 21, sub-display 22, speakers 23 and input unit 24, as well as a CPU 20 connected to these units via a bus. The CPU 20 serves as a control center of the integrated amusement terminal 2. A ROM 25 stores a boot program and the like, and a hard disk 27 stores game programs, a control program, a  
25 communication program, and so on.

ARAM 26 serves as a work area for the CPU 20. Specifically, the RAM 26 loads various programs stored in the hard disk 27

and stores data during execution. A magnetic card recorder and reproducer 28 writes information in the ID card 10 and reads out information from the ID card 10, based on the instruction from the CPU 20. A communication interface 29 executes data  
5 communication with the server 5.

## 2. Accumulation of Common Points

Accumulation of common points in the game system 100 will now be described. For this example, a player has registered a common ID and plays games using the various kinds of game machines  
10 1A, 1B, 1C . . . .

FIG. 5 is a flowchart explaining the operation of a CPU 50 in the server 5. When the player plays the various kinds of game machines 1A, 1B, 1C . . . using the ID card 10, the respective game machines 1A, 1B, 1C . . . generates the result information  
15 indicating the play results, when the play has finished, and sends the result information, the individual ID read out from the ID card 10 and the game identification-information to the server 5.

When obtaining the result information, the individual ID  
20 and the game identification-information (step S1), the CPU 50 specifies a rule for converting the result information to the common points based on the game identification-information (step S2). The conversion rule is determined for each kind of the games. For example, the conversion rule can be determined such  
25 that in the music game, 1/100 of the game score is converted to a common point, and in the mah-jong game, 100 points for one round of the tonpoo battle, and in the action game, 30 points

for clearing one stage are respectively obtained. Thereafter, the CPU 50 converts the result information to the common points in accordance with the specified conversion rule (step S3).

The CPU 50 executes an update of the common points (step S4). Specifically, firstly, the CPU 50 accesses the common ID control file 51 to specify a record including an individual ID that agrees with the obtained individual ID. Secondly, the CPU 50 reads out the common points stored in the record. Thirdly, the CPU 50 adds the converted common points to the read-out common points, and writes the addition result in the record as new common points.

As described above, the common points have a value exchangeable for various kinds of game elements. Therefore, when a player plays a certain game, the player can accumulate values that can purchase the game elements in other games.

### 3. Operation Outline of Integrated Amusement Terminal

The operation outline of the integrated amusement terminal 2 will be described below. The integrated amusement terminal 2 provides a virtual space to players, while performing data communication with the server 5. In the virtual space, there are various kinds of virtual shops, so that players can purchase various kinds of game elements such as items, or play a game to accumulate the common points.

An initial screen displayed on the main display 21 of the amusement terminal 2 is shown in FIG. 6. As shown in this figure, on the upper right of the initial screen, a character string, "Where do you go?" is displayed. Upon selection of a downward



triangle displayed below "Mail", a character "Game center" is displayed. From this initial screen, the player is urged to select a virtual shop where the player wants to go, among "Entrance", "Record", "Goods", "Mail" and "Game center".

5           When the player selects "Entrance", a screen for selecting any one of purchase of cards, registration of the common ID, perusal of the individual information and the like. Upon selection of "Record", a record shop is displayed. At the record shop, the player can purchase a piece of music used in the music  
10 game by using the common points, or obtain the common points by selling a piece of music to the record shop. Upon selection of "Goods", a goods shop is displayed. At the goods shop, the player can purchase items used in various kinds of the games, or sell items held by the player. Upon selection of "Mail",  
15 a post office is displayed. In the post office, the player can send a mail to a friend. At this time, the player can also donate common points or items. Moreover, upon selection of "Game center", a game center is displayed. In the game center, the player can play a game, and can accumulate common points.

20   3-1. Registration of Common ID

          The registration processing when the player selects the common ID at the entrance will now be described. This registration processing includes two types, that is, new registration processing and additional registration processing  
25 of a common ID. The new registration processing stands for processing when the player registers a common ID for the first time, wherein a set of a common ID and an individual ID is recorded

in the common ID control file 51. On the other hand, the additional registration processing stands for processing for linking an individual ID with an already registered common ID, wherein another individual ID is recorded, associated with the set of  
5 the common ID and the individual ID recorded in the common ID control file 51.

In the registration processing of the common ID, a menu screen urging to select either the new registration processing or the addition registration processing is displayed on the main  
10 display of the integrated amusement terminal 2. When the player selects either one processing, the selected processing is executed.

FIG. 7 is a sequence diagram indicating the operation of the integrated amusement terminal 2 and the server 5 in the new  
15 registration processing of a common ID. At first, the readout processing of the individual ID is conducted at the integrated amusement terminal 2 (step Sa1). In this processing, at first, the CPU 20 allows the main display 21 to display a message for urging a player to insert the ID card 10 into the machine body.  
20 Secondly, when the player inserts the ID card 10, in which the individual ID has already been registered, into the insertion slot 281, the CPU 20 obtains the individual ID and the game kind information read out by the magnetic card reader and writer 28, and stores the information in the RAM 26.

25 Then, the input processing of the common ID and the password is performed, using the integrated amusement terminal 2 (step Sa2). In this processing, the CPU 20 reads out the predetermined

image data and allows the sub-display 22 to display the input screen shown in FIG. 8. The reason why the sub-display 22 displays the input screen is that the common ID and the password are information having high secrecy.

5           When the player inputs up to eight alphanumeric characters in an input column 221 and four alphanumeric characters in an input column 222 on the input screen, and touches a confirmation column 223, the CPU 20 obtains the alphanumeric characters input in the input column 221 as a provisional common ID, and the four  
10 alphanumeric characters input in the input column 222 as a provisional password. The CPU 20 then generates a common ID issuing request REQ1 as shown in FIG. 7. The common ID issuing request REQ1 includes an individual ID, game kind information, the provisional common ID and the provisional password.

15           Thereafter, when the CPU 20 sends the common ID issuing request REQ1 to the server 5, the server 5 executes the common ID issuing processing. First, the CPU 50 in the server 5 judges whether the individual ID separated from the common ID issuing request REQ1 has been registered in the common ID control file  
20 51 (step Sa3).

          If not yet registered, the CPU 50 proceeds to step Sa4 and judges whether the provisional common ID separated from the common ID issuing request REQ1 has been registered in the common ID control file 51 (step Sa4). If the provisional common ID  
25 has not yet been registered, the CPU 50 records the provisional common ID and the provisional password in the common ID control file 51, as correct common ID and password, associated with the

individual ID, and generates a registration completion message (step Sa5).

For example, it is assumed here that an individual ID "A123456" and a common ID "tyuilkjh" recorded in the individual  
5 file 52A dedicated for the music game shown in FIG. 2 have not yet been recorded in the common ID control file 51. In this case, when the player inserts the ID card 10, in which the individual ID is recorded, in the integrated amusement terminal 2, and selects the new registration processing to input "tyuilkjh"  
10 as the provisional common ID, and "piok" as the provisional password, a record including a set of the common ID, the password and the individual ID as shown in FIG. 9A is added in the common ID control file 51. The common points "100" is the number of points uniformly provided at the time of new registration  
15 processing.

When the individual ID has already been registered in the common ID control file 51, the judgment result at step Sa3 shown in FIG. 7 becomes "YES". In this case, the individual ID has been registered in the common ID control file 51, associated  
20 with the common ID. Therefore, the CPU 50 generates a message indicating that it has already been registered (step Sa6).

When the provisional common ID has already been registered in the common ID control file 51, the judgment result at step Sa4 becomes "YES". In this case, another person uses the common  
25 ID the same as the provisional common ID. Therefore, the CPU 50 generates a duplication message (step Sa7). Thereafter, the CPU 50 generates a common ID issuing response RES1 including

the messages generated at steps Sa5 to Sa7 (step Sa8), and sends the RES1 to the integrated amusement terminal 2.

Having received the common ID issuing response RES1, the integrated amusement terminal 2 executes the processing based  
5 on the common ID issuing response RES1 (step Sa9). First, when the registration completion message is included in the common ID issuing response RES1, the CPU 20 allows the main display 21 to display a message to notify the registration completion of the common ID, and discharges the ID card 10 (step Sa10).  
10 When the message indicating that it has already been registered is included in the common ID issuing response RES1, the CPU 20 allows the main display 21 to display a message to notify that the common ID has already been registered, and discharges the ID card 10 (step Sa10). When the duplication message is included  
15 in the common ID issuing response RES1, the CPU 20 allows the main display 21 to display a message urging a change of the common ID since another player uses the common ID, and returns the processing to step Sa2. In this manner, after the common ID and the individual ID have been registered in the common ID control  
20 file 51, when the player plays a game corresponding to the registered individual ID, the accumulation processing of the common ID is executed, so that the common points corresponding to the play result are accumulated.

The additional registration processing of the common ID  
25 will be described next. FIG. 10 is a sequence diagram indicating the operation of the integrated amusement terminal 2 and the server 5 in the additional registration processing of the common

ID. The processing at steps Sb1, Sb2, Sb3 and Sb6 shown in FIG. 10 are the same as the processing at steps Sa1, Sa2, Sa3 and Sa6 in the new registration processing of the common ID described with reference to FIG. 7, and hence the description thereof is  
5 omitted.

The additional registration request REQ2 shown in FIG. 10 includes an individual ID, game kind information, a common ID and a password. At step Sb4, the CPU 50 in the server 5 judges whether the common ID and the password separated from the  
10 additional registration request REQ2 have been already registered in the common ID control file 51. If the common ID and the password have been already registered, the CPU 50 records the individual ID separated from the additional registration request REQ2 in the common ID control file 51, associated with  
15 the already registered common ID and the password, and generates a registration completion message (step Sb5).

For example, a player additionally registers an ID card 10B dedicated for the mah-jong game, in which "B775544" is recorded as the individual ID, associated with the common ID "tyuilkjh".  
20 Here, it is also assumed that a set of the common ID, the password and the individual ID shown in FIG. 9A has been already recorded in the common ID control file 51 by the new registration processing. In this case, when the player inputs the common ID "tyuilkjh" and the password "piok" at step Sb2, the CPU 50 in the server  
25 5 updates the record in the common ID control file 51 shown in FIG. 9A to a record shown in FIG. 9B, in the processing at step Sb5. That is, the CPU 50 records "B775544" in the mah-jong column



of the individual ID.

When the common ID and the password have not yet been registered in the common ID control file 51, the judgment result at step Sb4 becomes "NO". In this case, the CPU 50 generates  
5 an incorrectness message (step Sb7). Thereafter, the CPU 50 generates an additional registration response RES2 including the messages generated at steps Sb5 to Sb7 (step Sb8), and sends the RES2 to the integrated amusement terminal 2.

Having received the additional registration response RES2,  
10 the integrated amusement terminal 2 executes the processing based on the additional registration response RES2 (step Sb9). First, when the registration completion message is included in the additional registration response RES2, the CPU 20 allows the main display 21 to display a message to notify the registration  
15 completion of the individual ID, and discharges the ID card 10 (step Sb10). When the message indicating that it has already been registered is included in the additional registration response RES2, the CPU 20 allows the main display 21 to display a message that the individual ID has already been registered  
20 associated with the common ID, and discharges the ID card 10 (step Sb10). When the incorrectness message is included in the additional registration response RES2, the CPU 20 allows the main display 21 to display a message urging the player to input a correct common ID and password, and returns the processing  
25 to step Sb2.

In this manner, the individual ID is additionally registered, and when the player plays a plurality of kinds of

games, the player can accumulate the common points. Moreover, by the processing for linking a plurality of individual IDs with the common ID, the common points can be introduced without adding a big change in an already constructed game system. In other  
5 words, when there are individual game control files 52A, 52B and the like for each kind of the games, and an independent game system has been constructed for each kind of the games, if a player registers an individual ID in the common ID control file 51, a shift to the common point system can be realized for a  
10 unit of user, without adding a change in these files.

### 3-2. Use of Common Points

Use of the common points will now be described. As described above, the integrated amusement terminal 2 provides a virtual space including virtual shops to players. When the  
15 common points are used, the players can purchase music pieces or items provided in the record shop or goods shop. One example in which a player selects Record on the menu screen shown in FIG. 6 to purchase music pieces in the record shop will be described.

20 FIG. 11 is a sequence diagram indicating the operation of the integrated amusement terminal 2 and the server 5, when the player purchases music pieces in the record shop. In this example, it is assumed that the player holds an ID card 10A on which an individual ID "A123333" is recorded, and an ID card  
25 10B on which an individual ID "B655123" is recorded, and a common ID "zxcvbnmp" which links the individual ID "A123333" with the individual ID "B655123" is recorded in the common ID control

file 51, as shown in FIG. 2.

First, the readout processing of the individual ID is conducted at the integrated amusement terminal 2 (step Sc1). In this processing, the CPU 20 allows the main display 21 to display a message for urging the player to insert the ID card 10. In this example, it is assumed that the player has inserted the ID card 10B dedicated for the mah-jong game into the insertion slot 281. Then, the CPU 20 obtains the individual ID "B655123" and the game kind information.

10 Then, the input processing of the password is conducted at the integrated amusement terminal 2 (step Sc2). In this processing, the CPU 20 reads out the predetermined image data and allows the sub-display 22 to display the input screen, to urge the player to input the password. In this example, it is  
15 assumed that the player inputs the correct password "koma".

Thereafter, the CPU 20 generates an authentication request REQ3. The authentication request REQ3 includes an individual ID, the game kind information and the password. When the CPU 20 sends the authentication request REQ3 to the server 5, the  
20 server 5 judges whether the password is correct (step Sc3).

Specifically, the CPU 50 in the server 5 accesses the common ID control file 51, to specify a record including the individual ID separated from the authentication request REQ3, and reads the password included in the record. In this example, a record  
25 including the common ID "zxcvbnmp" shown in FIG. 2 is specified as the record including the individual ID "B655123", and the password "koma" in this record is read out. Thereafter, the

CPU 50 judges whether the read-out password agrees with the password separated from the authentication request REQ3, thereby to determine whether the password is correct.

When the password is correct, the CPU 50 reads out the  
5 common points included in the record (step Sc4). In this example, since the password is correct, the common points "350" is read out.

The CPU 50 in the server 5 generates and sends the authentication response RES3 to the integrated amusement  
10 terminal 2. When the password is correct, the authentication response RES3 includes the common points, and on the other hand, when the password is not correct, the authentication response RES3 does not include the common points. The authentication response RES3 in this example includes the common points "350".

15 When the integrated amusement terminal 2 has received the authentication response RES3, the CPU 20 in the integrated amusement terminal 2 allows the main display 21 to display the authentication result (step Sc5). At this time, if the password is not correct, the CPU 20 allows the main display 21 to display  
20 a character string "Password is wrong. Please input the password again.", and returns the processing to step Sc2.

On the other hand, when the password is correct, the CPU 20 allows the main display 21 to display the initial screen shown in FIG. 12. On the upper left of the initial screen, there are  
25 arranged a selection button 211 displayed as "Sell", and a selection button 212 displayed as "Buy". On the bottom left, a display column 213 indicating the common points held by the

player is arranged.

When the player clicks the selection button 212, the CPU  
20 sends a music list request REQ4 to the server 5. When the  
server 5 receives the music list request REQ4, the CPU accesses  
5 the contents file 53, to generate a music list indicating music  
pieces available to be distributed. The music list includes  
a music designating code for designating music data recorded  
in the contents file 53, and music information indicating the  
genre of the music, name of the music, artist, performance time  
10 and common points.

When the integrated amusement terminal 2 receives the music  
list response RES4, the CPU 20 generates image data for displaying  
the menu screen, based on the music list response RES4, and allows  
the main display 21 to display the menu screen. One example  
15 of the menu screen is shown in FIG. 13. As shown in this figure,  
a table linking the genre of the music, name of the music, artist,  
performance time and common points is displayed in the central  
column 214 on the menu screen, and the common points are displayed  
in a display column 215 on the bottom left. By this menu screen,  
20 the player can purchase favorite music pieces within the range  
of the player's common points.

When the player selects favorite music from the menu screen,  
the CPU generates a purchase request REQ5 including the music  
designating code for designating the selected music piece, and  
25 sends the REQ5 to the server 5. On the menu screen shown in  
FIG. 13, if it is assumed that the music designating code for  
the name of music "COCO" displayed on the uppermost line in the

central column 241 is "P123", and the player selects the name of music "COCO", the music designating code "P123" is sent to the server 5.

Thereafter, the CPU 50 in the server 5 obtains the common  
5 points corresponding to the music designating code separated from the purchase request REQ5 from the contents file 53 (step Sc8), to update the common points in the common ID control file 51 (step Sc9). In the above-described example, the common points for the name of music "COCO" is "200". Therefore, as shown in  
10 FIG. 14, the contents of the record including the common ID "zxcvbnmp" in the common ID control file 51 are updated, and the common points changes from "350" to "150".

The CPU 50 adds the music designating code for the music purchased by the player in the individual game control file 52A  
15 dedicated for the music game, and updates the stored contents. In the above-described example, as shown in FIG. 15, the contents of the record including the individual ID "A123333" in the individual game control file 52A are updated, and the music designating code "P123" is added in the personal information  
20 column.

Thereafter, the CPU 50 generates a purchase response RES5, and sends the RES5 to the integrated amusement terminal 2. Then, the integrated amusement terminal 2 allows the main display 21 to display the purchase result.

25 In this example, the player can purchase the music data to be used in the music game, by using the ID card 10B dedicated for the mah-jong game. The reason is that the individual ID



for the mah-jong game and the individual ID for the music game are linked to each other, using the common ID as a key in the common ID control file 51. In other words, by the registration of the common ID, a plurality of ID cards 10A, 10B held by a user are associated with each other, so that the available range of the cards can be expanded.

One example of purchasing music pieces to be used in the music game has been described above, with regard to the usage of the common points. The same processing applies to the mah-jong game and the action game. For example, when the player purchases an item in the mah-jong game, on the initial screen shown in FIG. 6, the player selects goods. Then, a menu screen relating to the goods shop of the virtual shops is displayed on the main display 21. On this menu screen, a genre of games, such as music game, mah-jong game and action game can be selected. If the player selects the mah-jong game, a screen on which each of the items in the mah-jong game corresponds to the common points is displayed.

When the player selects an item, a purchase request is sent from the integrated amusement terminal 2 to the server 5, the common points corresponding to the item designated by the purchase request are subtracted from the common points recorded in the common ID control file 51, and the purchased item is written in the individual game control file 52B.

### 3-3. Use of Mail

The post office of the virtual shops provides a mail function between players having the common IDs. The mail function includes a function of transferring messages, a function of transferring  
5 messages attached with common points, and a function of transferring the common points.

At the time of sending a message, in the post office, when the player inputs the receiver's common ID and a message, the input common ID and message are sent to the server 5, and the  
10 common ID and message are recorded, associated with each other, in the mail file 54 in the server 5. On the other hand, at the time of receiving a message, when the player inserts the ID card 10 in the game machine 1A, 1B, 1C . . . or in the integrated amusement terminal 2 to execute some authentication processing, and when  
15 the player is authenticated as a proper player, the CPU in the server 5 accesses the mail file 54, so that a message corresponding to the common ID is displayed on the display of the game machine 1A, 1B, 1C . . . or on the main display 21 in the integrated amusement terminal 2. Moreover, it is also possible to send a message  
20 with the common points. In this case, the stored contents in the common ID control file 51 are updated, such that the sent common points are subtracted from the common points of the sender player, and the sent common points are added to the common points of the receiver player.

25 The processing for transferring the common points will now be described. FIG. 16 is a sequence diagram indicating the operation of the integrated amusement terminal 2, the server

5 and the game machine 1A, when a player transfers the common points. First, the authentication processing is conducted between the integrated amusement terminal 2 and the server 5 (step Sd1). This authentication processing is the same as the processing from readout of the individual ID (step Sd1) shown in FIG. 11 until the integrated amusement terminal 2 receives the authentication response RES3. In other words, when it is authenticated by the server 5 that the player is a proper player by using the password, the common points of the player is read out from the common ID control file 51, and the authentication response RES3 including the common points is sent to the integrated amusement terminal 2.

When the player is authenticated to be a proper player, the mail screen shown in FIG. 17 is displayed on the sub-display 22. On this mail screen, a display column 224, a receiver input column 225 and a point input column 226 are arranged. In the display column 224, the common points obtained by the CPU 20 in the authentication processing are displayed. As a result, the player can know of the common points held by himself/herself. The receiver input column 225 is a block for inputting the receiver's common ID, and the point input column 226 is a block for inputting the common points to be sent.

When the player inputs the common ID and the common points to be given to a person to be the receiver in the receiver input column 225 and the point input column 226 respectively, the CPU 20 sends a mail transmission request REQ6 to the server 5. The mail transmission request REQ6 includes the common ID of the

receiver and the common points to be donated.

The CPU 50 in the server 5 updates the stored contents in the common ID control file 51, based on the mail transmission request REQ6 and the sender's common ID (step Sd3). For this  
5 example, the common points associated with the sender's common ID and stored is designated as P1, the common points associated with the receiver's common ID and stored is designated as P2, and the common points to be donated from the sender to the receiver is designated as P3. Then, in the update processing, the sender's  
10 common points are changed from P1 to P1 - P3, and the receiver's common points are changed from P2 to P2 + P3.

Thereafter, the CPU 50 executes mail message automatic generation processing (step Sd4). In this processing, a mail message informing the receiver player that the common points  
15 have been sent from the sender player is automatically generated. This mail message is generated by filling the sender's common ID, the common points, and the date in a fixed form. For example, "Common points ΔΔ is presented from 00 on XX" is prepared as the fixed form, and the mail message is prepared by filling the  
20 sender's common ID in 00, the common points to be donated in ΔΔ, and the transferred date in XX.

The thus generated mail message is stored in the mail file 54, corresponding to the sender's common ID (step Sd5). Thereafter, when the server 5 sends a transmission completion notification  
25 RES6 to the integrated amusement terminal 2, a character string "Transmission has been completed" is displayed on the main display  
21 (step Sd6) of the integrated amusement terminal 2. As a result,

the sender player can confirm that the common points have been transferred to the destination.

Reception of the mail will be described below. The mail is distributed when the player as the receiver accesses the server 5, by using the game machine 1A, 1B, 1C . . . or the integrated amusement terminal 2. Here, a case in which the player as the receiver plays the music game by using the music game machine 1A will be explained as one example.

When the receiver player inserts the ID card 10A in the music game machine 1A, the authentication processing is performed between the music game machine 1a and the server 5 (step Sd7). In the authentication processing, when the player is authenticated to be a proper player, the server 5 performs mail distribution processing by using the individual ID dedicated for the music game from the music game machine 1A, in the authentication processing (step Sd8). In this processing, first, the CPU 50 in the server 5 accesses the common ID control file 51, to obtain the common ID corresponding to the individual ID. Secondly, the CPU 50 accesses the mail file 54, to judge whether a mail corresponding to the obtained common ID is stored. Thirdly, if a mail is stored, the CPU 50 reads out the mail and generates a mail transmission notification REQ7. The mail-transmission notification REQ7 includes the read-out mail.

Thereafter, when the music game machine 1A receives the mail transmission notification REQ7, the music game machine 1A displays the mail on the display (step Sd9), and sends a mail reception completion notification RES7 to the server 5. After

having received the mail reception completion notification RES7, the server 5 deletes the mail from the mail file 54, to update the stored contents in the mail file 54 (step Sd10).

#### 4. Distribution of Contents

5           The operation for distributing music pieces or items purchased by using the common points from the server 5 to the respective game machines 1A, 1B, 1C . . . will be described, by taking an example of the music game. FIG. 18 is a sequence diagram indicating the operation of the game machine 1A and the server  
10 5, when music data is distributed to the music game machine. First, when a player inserts the ID card 10A in the music game machine 1A, the music game machine 1A reads out the individual ID and the game kind information stored on the ID card 10A (step Se1), and sends an access request REQ8 to the server 5. The  
15 access request REQ8 includes an individual ID and the game kind information. The game kind information in this example indicates the music game.

          The CPU 50 in the server 5 specifies an object to be accessed, based on the game kind information included in the access request  
20 REQ8. Since the game kind information in this example indicates the music game, the individual game control file 52A for the music game is specified. The CPU 50 then searches the individual game control file 52A dedicated for the music game (step Se2). In this search processing, the CPU 50 reads out a music designating  
25 code associated with the individual ID separated from the access request REQ8. For example, if the individual game control file 52A is as shown in FIG. 2, and the individual ID is "A154789",



the music designating codes P005, P006 and P011 are read out.

Thereafter, the CPU 50 generates a music list (step Se3).

The music list includes the read-out music designating code and the music information corresponding thereto. The music  
5 information indicates the music content, and includes the genre of the music, name of the music, artist, and performance time, and is stored in the contents file 53, associated with the music designating code and the music data. In the music list generation processing, the CPU 50 accesses the contents file 53, and reads  
10 out the music information corresponding to the music designating code read out at step Se2, to generate a music list. The generated music list is sent to the music game machine 1A (RES8).

When the music game machine 1A receives the music list, a music selection screen, in which the received music list is  
15 reflected, is displayed on the display on the music game machine 1A. When the player selects the music (step Se4), the CPU in the music game machine 1A judges whether the selected music is an object to be downloaded (step Se5). Specifically, when the music is selected from the received music list, it is judged  
20 to be the object to be downloaded.

When it is judged to be the object to be downloaded, the music game machine 1A sends a music data transmission request REQ9 to the server 5. The music data transmission request REQ9 includes the music designating code designating the music  
25 selected by the player.

When the server 5 receives the music data transmission request REQ9, the CPU 50 accesses the contents file 53, to read

out the music data stored, associated with the music designating code separated from the music data transmission request REQ9 (step Se9). The server 5 then sends a music data transmission response RES9 including the read-out music data to the music  
5 game machine 1A.

When the judgment result at step Se5 is "YES", the music game machine 1A reproduces the music data obtained from the server 5. On the other hand, when the judgment result at step Se5 is "NO", the music game machine 1A reproduces music data stored  
10 in advance (step Se7). In this manner, the player can instruct the game machine 1A to download the music data purchased by using the common points, and play the music game.

Since the music used in the music game is likely to be affected by the trend, it is desired to provide new songs at  
15 all times. On the other hand, the music stored in the music game machine 1A is limited to the music data stored in a hard disk or a ROM of the music game machine 1A, when the music game machine 1A is shipped from a factory. In this embodiment, however, since the player can use the common points to purchase the music  
20 data, a new song can be provided at any time, if the new song in the trend is stored in the contents file 53 on the server 5.

In this example, the music list is sent, prior to downloading the music data, and after the player selects the music, download  
25 of the large-capacity music data is executed. That is, after selection of the music is fixed, the large-capacity data communication is executed. As a result, the communication

resource can be effectively utilized.

Here, the music data has been described as one example of contents distribution, but in the case of the mah-jong game, for example, image data of wallpaper displaying the screen background may be downloaded in the same manner, and in the case of the action game, data instructing a parameter indicating the combat efficiency of a character may be downloaded.

#### 5. Modified Example

One Embodiment of the present invention has been described above, but the present invention is not limited to the above-described embodiment, and for example, modification as described below is possible.

(1) In the above-described embodiment, the game element purchased by the player, using the common points are game data such as music data. However, the game data may be an instruction which makes it possible for a player to use a game element hidden at the time of normal play, in the game machines 1A, 1B, 1C . . . . For example, in the music game machine 1A, the construction may be such that a memory which stores in advance music data MD1 to MD20 corresponding to music 1 to music 20 is provided, music 1 to music 10 can be designated at the time of normal play, and music 11 to music 20 can be purchased in the record shop of the virtual shops. In this case, if it is assumed that the player has purchased music 15, when the player plays the music game at the music game machine 1A, an instruction for making the music 15 available is sent from the server 5. Then, the music game machine 1A displays a screen for selecting the music 1 to 10

and the music 15, and when the player selects the music 15, the music data MD15 may be read out from the memory and reproduced.

(2) In the above-described embodiment, the integrated amusement terminal 2 has the perusal function, but the common  
5 points and the personal information may be read, on condition that the player accesses the server 5, using a mobile phone MS or a personal computer PC, to input a common ID, an individual ID, and a password. With regard to mail transmission, a mail may be transmitted to a mail address stored in the common ID  
10 control file 51. Alternatively, when the mail address has been registered, the registered mail address is given priority, and when the mail address has not been registered, the mail may be distributed from the server 5 at the moment when the player to be the receiver plays a game at the game machine 1A, 1B, 1C . . . .  
15 The integrated amusement terminal 2 is installed in a shop SH such as a game center, but may be installed in a convenience store or in the premises of a station.

(3) In the above-described embodiment, the integrated amusement terminal 2 is used to execute the new registration  
20 processing and additional registration processing of the common ID, but these processing may be executed by using a personal computer PC having a magnetic card reader. Moreover, purchase of the game element may be performed with the personal computer PC.

25 (4) In the above-described embodiment, the result information is sent from the game machines 1A, 1B . . . to the server 5, and the server 5 converts the result information to

the common points, in accordance with the conversion rule. That is, the server 5 has the conversion function. However, the present invention is not limited thereto, and the respective game machines 1A, 1B . . . may have the conversion function. In 5 this case, the respective game machines 1A, 1B . . . converts the result information to the common points, and the common points and the individual ID read out from the ID card 10 are sent to the server 5. As a result, the processing load relating to the conversion function of the server 5 can be reduced.

WHAT IS CLAIMED IS:

1 1. A game system comprising:  
2 a plurality of game machines; and  
3 a server in communication with said game machines,  
4 each of said game machines capable of playing different  
5 kinds of games from each other,  
6 each of said game machines comprising a first sending device  
7 for sending sending-information including:  
8 identification-information to identify a user,  
9 said server comprising:  
10 a point storage device for storing the  
11 identification-information and points and corresponding  
12 identification-information with the points,  
13 the points are given in accordance with contents of a user's  
14 playing in each game on each of said game machines and have a  
15 trading value unified thorough the games;  
16 a trading device for trading the points for any one of  
17 a plurality of unique datas, each of which is used uniquely in  
18 any one of the games; and  
19 a second sending device for sending the traded unique data,  
20 wherein one of said game machines each and said server  
21 comprises a converting device for converting play-information  
22 indicating the contents of user's playing in each game on each  
23 of said game machines into the points.

1 2. The game system according to claim 1,  
2 wherein, when said converting device is mounted on each



3 of said game machines, the sending-information includes the  
4 points; and

5 when said converting device is mounted on said server,  
6 the sending-information includes the play-information.  
7

8 3. The game system according to claim 1, wherein said server  
9 comprises:

10 a data storage device for storing user available data that  
11 the identification-information and at least one of the plurality  
12 of unique datas available to the user are associated with each  
13 other; and

14 a storage control device for, when said server receives  
15 a trading request to trade any one of the plurality of unique  
16 datas together with the identification-information, updating  
17 the points, corresponding to the received  
18 identification-information in said point storage device, to a  
19 value obtained by subtracting points corresponding to the unique  
20 data to be traded, and

21 said trading device allows the unique data to be traded  
22 to be reflected in the user available data corresponding to the  
23 received identification-information in said data storage device.

1 4. The game system according to claim 3, wherein said point  
2 storage device further stores authentication information for  
3 verifying the user in association with the

4 identification-information and the points; and

5 said trading device and said storage control device update

6 the points stored in said point storage device and the user  
7 available data stored in said data storage device according to  
8 the trading request, in the case where the user is authenticated  
9 as a proper user based on the authentication information.

1 5. The game system according to claim 3,  
2 wherein, when any one of designating informations each  
3 of which designates any one of the plurality of unique datas  
4 and the identification-information are sent in association with  
5 each other from said game machine to said server, when the user  
6 available data that the unique data designated by the sent  
7 designating information is associated with the sent  
8 identification-information is stored in said data storage device,  
9 said second sending device sends the designated unique data to  
10 said game machine.

1 6. The game system according to claim 5, wherein said data  
2 storage device comprises:  
3 a first storage device for storing the plurality of unique  
4 datas and the designating informations each of which designates  
5 each of the plurality of unique datas so to be associated with  
6 each other; and  
7 a second storage device for storing the designating  
8 informations, each of which designates the unique data available  
9 to the user among the designating informations stored in said  
10 first storage device, and the identification-information so as  
11 to be associated with each other; and

12           when said server receives the identification-information  
13   from said game machine, said second sending device reads the  
14   designating informations stored in association with the received  
15   identification-information from said second storage device and  
16   sends the read designating informations to said game machine,  
17   and, when said server receives a designating information selected  
18   among the sent designating informations from said game machine,  
19   said second sending device reads the unique data stored in  
20   association with the received designating information from said  
21   first storage device and sends the read unique data to said game  
22   machine.

1   7.     The game system according to claim 3,  
2           wherein when said server receives a donation request  
3   including:  
4           the identification-information of a sender;  
5           the identification-information of a receiver, and:  
6           points to be donated from the sender to the receiver:  
7           said storage control device subtracts the points to be  
8   donated from the points stored in said point storage device in  
9   association with the identification-information of the sender,  
10   and adds the points to be donated to the points stored in said  
11   point storage device in association with the  
12   identification-information of the receiver.

1   8.     The game system according to claim 7, wherein said server  
2   comprises:

3           a notification device for notifying a user to be the receiver  
4 of donation, when said storage control device updates the points  
5 stored in said point storage device according to the donation  
6 request.

1    9.     The game system according to claim 3,  
2           wherein the identification-information is an individual  
3 identification-information to identify the user for each kind  
4 of the games,  
5           said data storage device comprises an individual storage  
6 device controlled for each kind of the games, and said individual  
7 storage device stores individual available data that the  
8 individual identification-information and at least one of the  
9 plurality of unique datas available to the user are associated  
10 with each other, and  
11          when said server receives a common  
12 identification-information issuing request including common  
13 identification-information to link the individual  
14 identification-informations corresponding to a same user and  
15 the individual identification-informations to be linked, said  
16 storage control device stores the received common  
17 identification-information and the received individual  
18 identification-informations so as to be associated with each  
19 other in said point storage device.

1    10.    The game system according to claim 9,  
2           wherein said game machine comprises a readout device for

3 reading out the individual identification-information from an  
4 information storage medium storing any one of the individual  
5 identification-informations, and said first sending device sends  
6 the individual identification-information read out by said  
7 readout device to said server.

1 11. A server for communicating with a plurality of game  
2 machines capable of playing different kinds of games from each  
3 other, comprising:  
4 a point storage device for storing  
5 identification-information for identifying a user and points  
6 so as to be corresponded with each other, the points being given  
7 in accordance with contents of user's playing in each game on  
8 each of said game machines and having a trading value unified  
9 through the games;  
10 a trading device for trading the points for any one of  
11 a plurality of unique datas, each of which is used uniquely in  
12 any one of the games; and  
13 a sending device for sending the traded unique data to  
14 said game machines.

1 12. The server according to claim 11, comprising:  
2 a converting device for converting play-information  
3 indicating the contents of user's playing in each game on each  
4 of said game machines to the points; and  
5 a storage control device which, upon reception of the  
6 identification-information and the play-information from said

7 game machine, allows the converted points to be reflected in  
8 the points stored in the point storage device in association  
9 with the received identification-information.

1 13. The server according to claim 12, comprising:

2 a data storage device for storing user available data that  
3 identification-information and at least one of the plurality  
4 of the unique datas available to the user are associated with  
5 each other; and

6 said storage control device which, upon reception of a  
7 trading request to trade any one of the plurality of unique datas  
8 togetherwiththeidentification-information, updates thepoints,  
9 correspondingtothereceivedidentification-informationinsaid  
10 point storage device, to a value obtained by subtracting points  
11 corresponding to the unique data to be traded, and

12 said trading device allows the unique data to be traded  
13 to be reflected in the user available data corresponding to the  
14 receivedidentification-informationinsaiddata storage device.

1 14. The server according to claim 13, wherein when any one  
2 of designating informations each of which designates any one  
3 of the plurality of unique datas and the  
4 identification-information are sent in association with each  
5 other from said game machine to said server, in the case where  
6 the user available data that the unique data designated by the  
7 sent designating information is associated with the sent  
8 identification-information is stored in said data storage device,



9 said sending device sends the designated unique data to said  
10 game machine.

1 15. The server according to claim 14,  
2 wherein said data storage device comprises:  
3 a first storage device for storing the plurality of unique  
4 datas and the designating informations each of which designates  
5 each of the plurality of unique datas so as to be associated  
6 with each other, and a second storage device for storing the  
7 designating informations, each of which designates the unique  
8 data available to the user among the designating informations  
9 stored in said first storage device, and the  
10 identification-information so as to be associated with each other,  
11 and  
12 upon reception of the identification-information from said  
13 game machine, said sending device reads the designating  
14 informations stored in association with the received  
15 identification-information from said second storage device and  
16 sends the read designating informations to said game machine,  
17 and, upon reception of a designating information selected among  
18 the sent designating informations from said game machine, said  
19 sending device reads the unique data stored in association with  
20 the received designating information from said first storage  
21 device and sends the read unique data to said game machine.

1 16. The server according to claim 15,  
2 wherein when said server receives a donation request

3 including the identification-information of a sender, the  
4 identification-information of a receiver, and points to be  
5 donated from the sender to the receiver, said storage control  
6 device subtracts the points to be donated from the points stored  
7 in said point storage device in association with the  
8 identification-information of the sender, and adds the points  
9 to be donated to the points stored in said point storage device  
10 in association with the identification-information of the  
11 receiver.

1 17. The server according to claim 16, comprising a notification  
2 device for notifying a user to be the receiver that donation  
3 has been done, when said storage control device updates the points  
4 stored in said point storage device according to the donation  
5 request.

1 18. The server according to 13,  
2 wherein the identification-information is an individual  
3 identification-information to identify the user for each kind  
4 of the games,  
5 said data storage device comprises an individual storage  
6 device controlled for each kind of the games, and said individual  
7 storage device stores individual available data that the  
8 individual identification-information and at least one of the  
9 plurality of unique datas available to the user are associated  
10 with each other, and  
11 when said server receives a common

12 identification-information issuing request including common  
13 identification-information to link the individual  
14 identification-informations corresponding to a same user and  
15 the individual identification-informations to be linked, said  
16 storage control device stores the received common  
17 identification-information and the received individual  
18 identification-informations so as to be associated with each  
19 other in said point storage device.

1 19. A register terminal being connected via a communication  
2 network with a server controlling an individual  
3 identification-information for identifying a user and data  
4 available to the user in association with each other for each  
5 kind of games, and controlling common identification-information  
6 for linking the individual identification-informations  
7 corresponding to a same user and points given in accordance with  
8 contents of user's playing and having a trading value unified  
9 through the games in association with each other,  
10 said register terminal comprising:  
11 a readout device for reading out the individual  
12 identification-information from an information storage medium  
13 storing any one of the individual identification-informations;  
14 an input device for inputting the common  
15 identification-information; and  
16 a sending device for sending the common  
17 identification-information input by said input device and the  
18 read out individual identification-information to said server.

1 20. A method for a game system including a plurality of games  
2 and a user, comprising:  
3 converting play-information indicating the contents of  
4 the user playing one of the plurality of games into points;  
5 awarding points to the user for playing at least one of  
6 the plurality of games;  
7 storing said points with corresponding  
8 identification-information used to identify the user;  
9 setting a trading value for said points which is unified  
10 throughout the plurality of games; and  
11 trading said points for any one of a plurality of unique  
12 datas, each of said unique datas is used uniquely in any one  
13 of the plurality of games.

14 ABSTRACT OF THE DISCLOSURE

15       Each of game machines sends result information indicating  
16 an individual ID and play result to a server. The server has  
17 a common ID control file and an individual game control file,  
18 which store common points, a common ID and an individual ID,  
19 associated with each other. A CPU converts the result information  
20 into common points, and allows the converted common points to  
21 be reflected in the common points in the common ID control file  
22 corresponding to the individual ID.

23

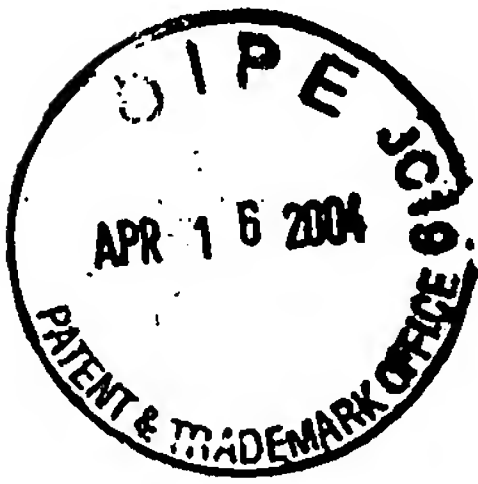
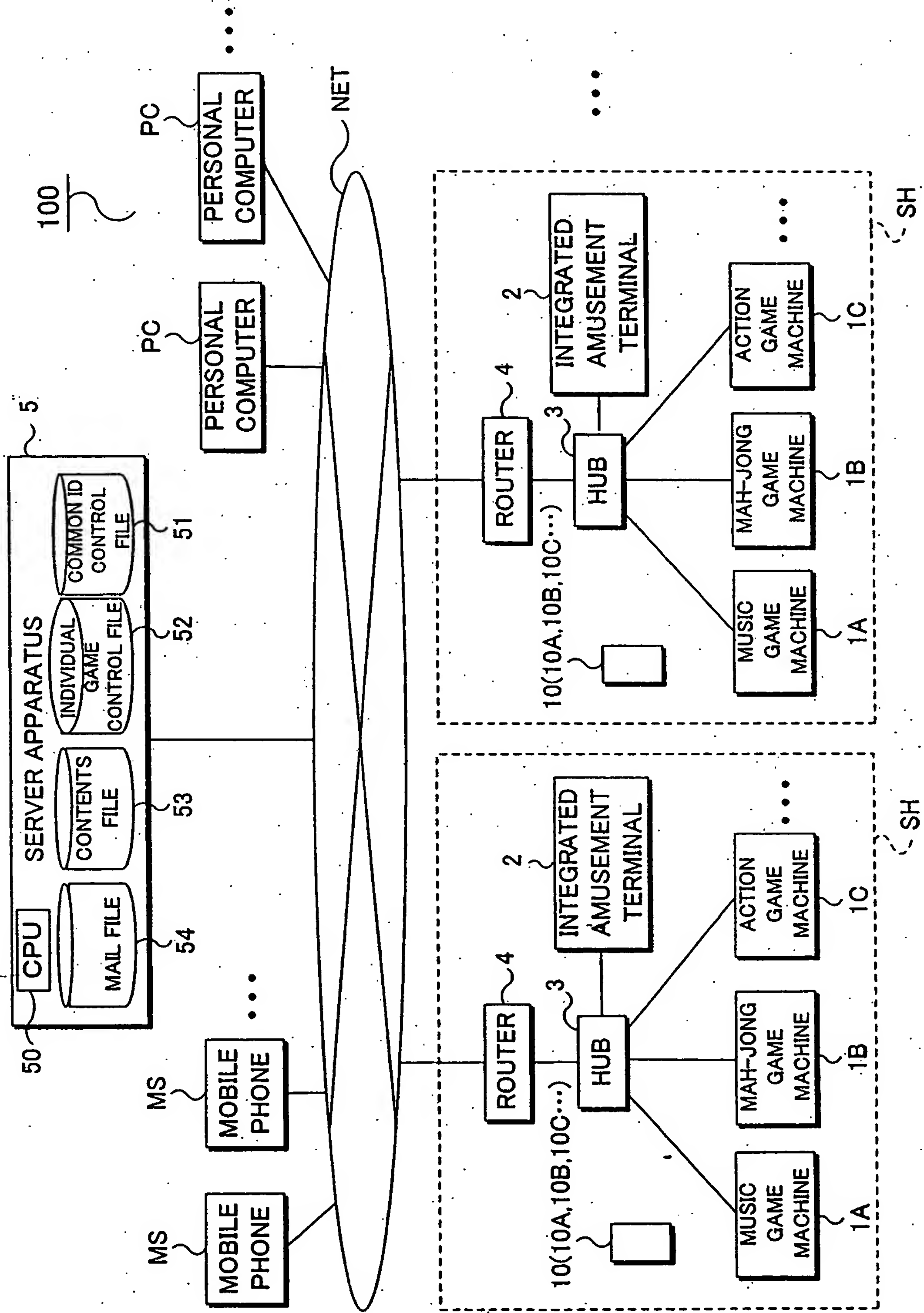


FIG. 1





51  
FIG. 2

COMMON ID	PASSWORD	COMMON PONTs	INDIVIDUAL ID			USER INFORMATION
			MUSIC GAME	MAH-JONG GAME	ACTION GAME	
asdfghjkl	popo	250	A543781	B882857	A123456	...
qwertyui	mari	390	A951154	-	C125879	...
zxcvbnmq	koma	350	A123333	B655123	-	...
⋮	⋮	⋮	⋮	⋮	⋮	⋮

52A  
PERSONAL INFORMATION

INDIVIDUAL ID	PERSONAL INFORMATION
A123333	P001
A123456	P003
A154789	P005,P006, P011
⋮	⋮

52B  
PERSONAL INFORMATION

INDIVIDUAL ID	PERSONAL INFORMATION
B655123	T01 (REACH DECLARING STICKS), ...
B775544	T08 (SEE-THROUGH GLASSES), ...
B549836	T04 (WALLPAPER1), T05 (WALLPAPER2)...
⋮	⋮

FIG. 3

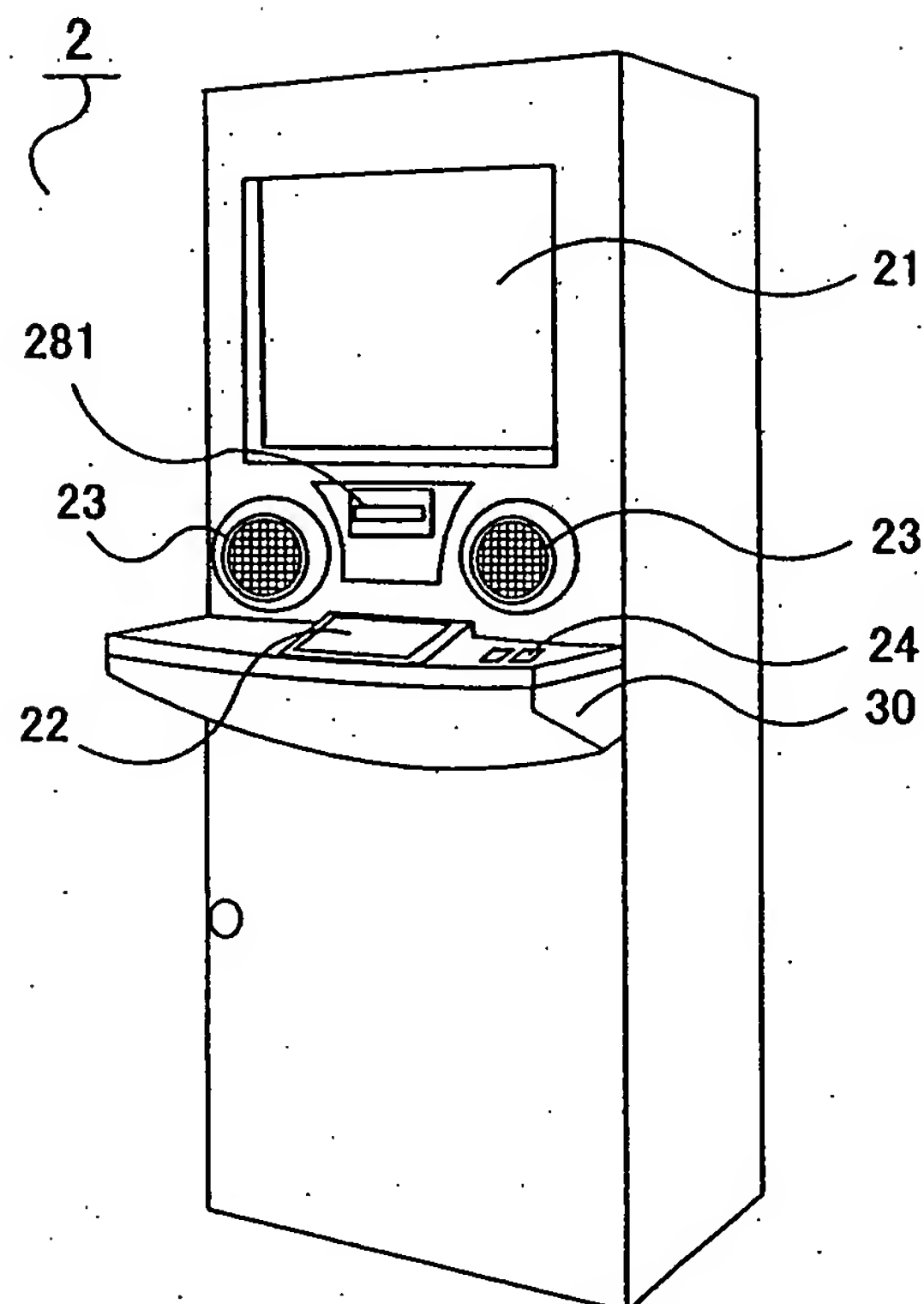


FIG. 4

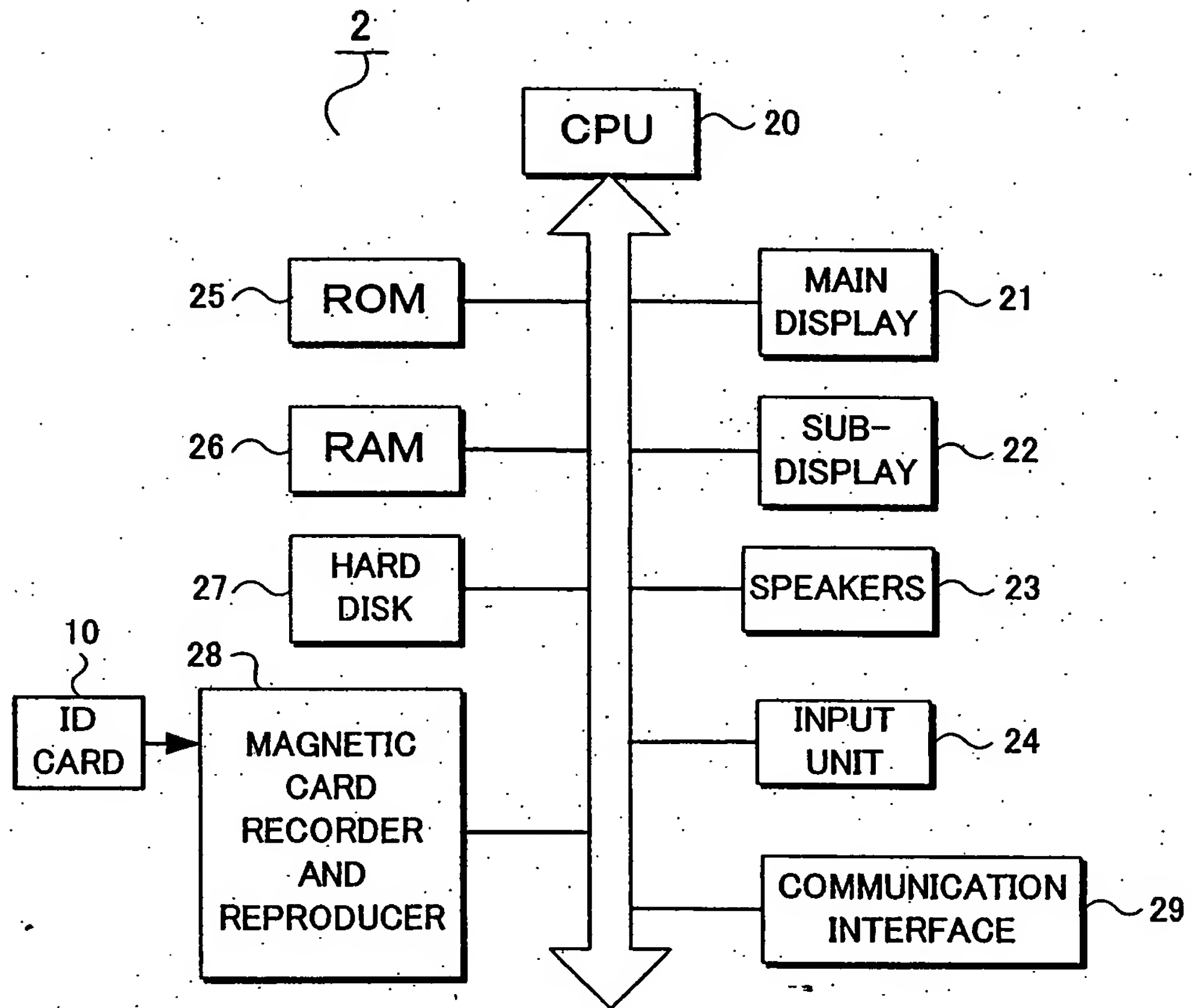


FIG. 5

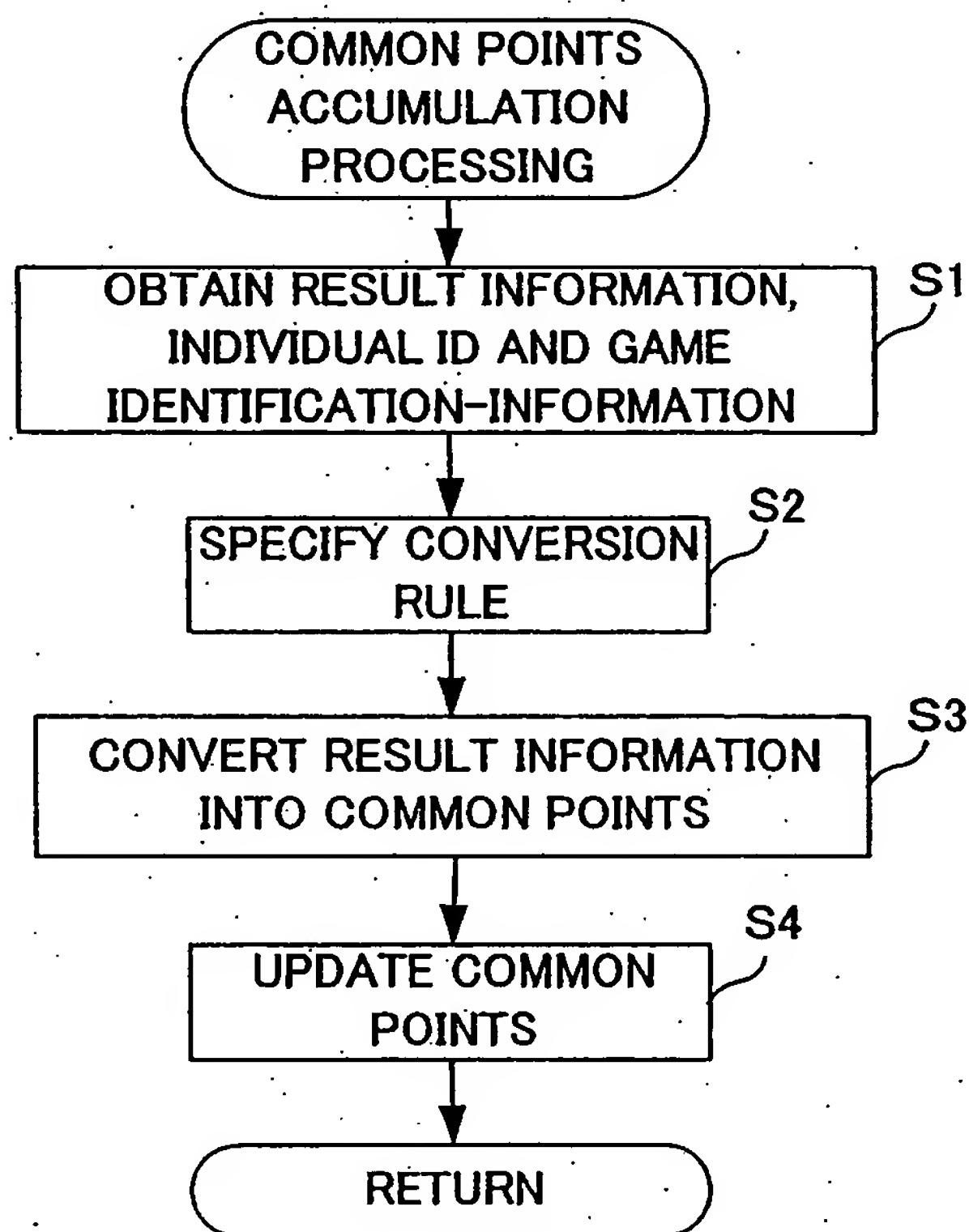


FIG. 6

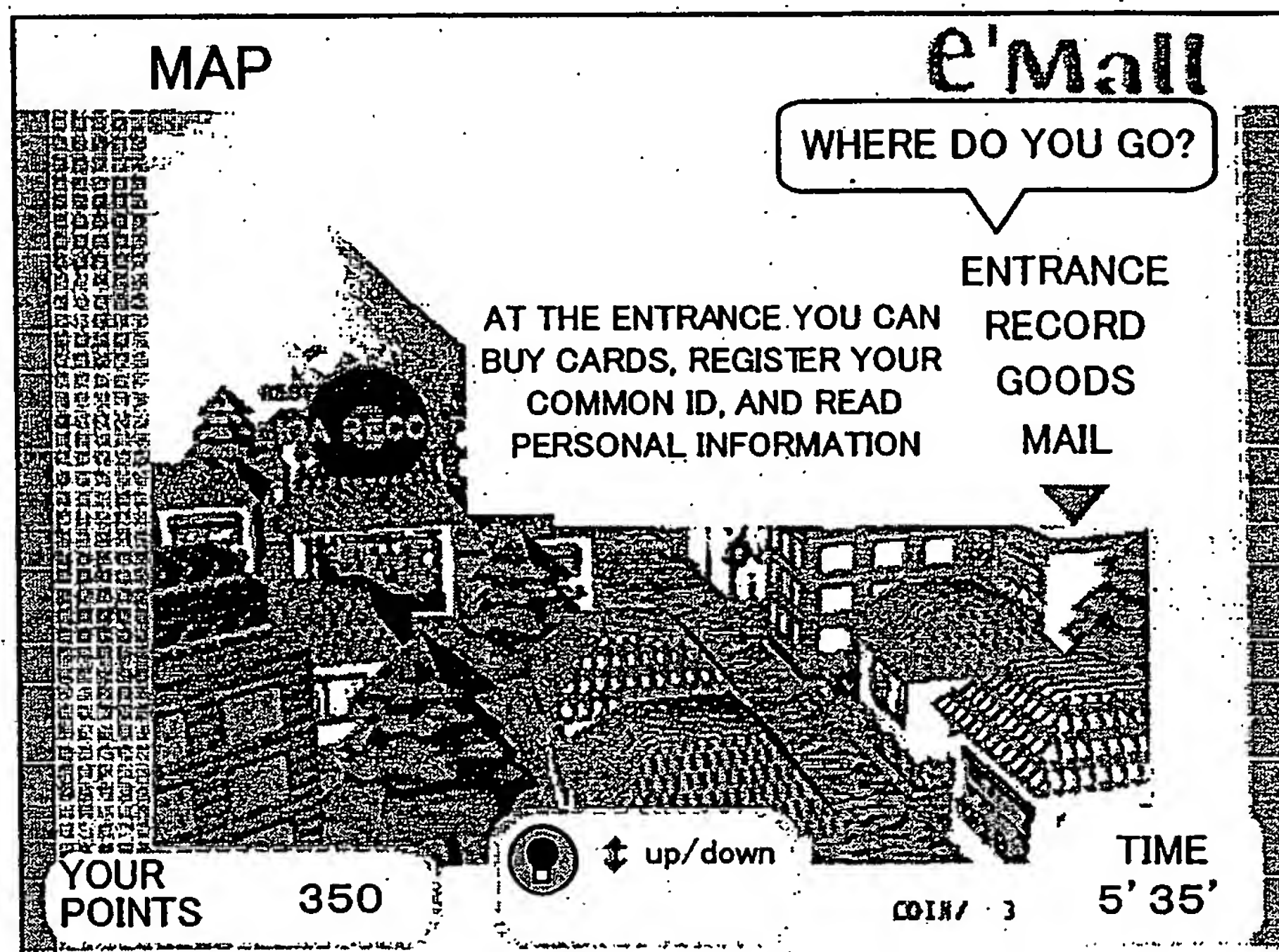


FIG. 7

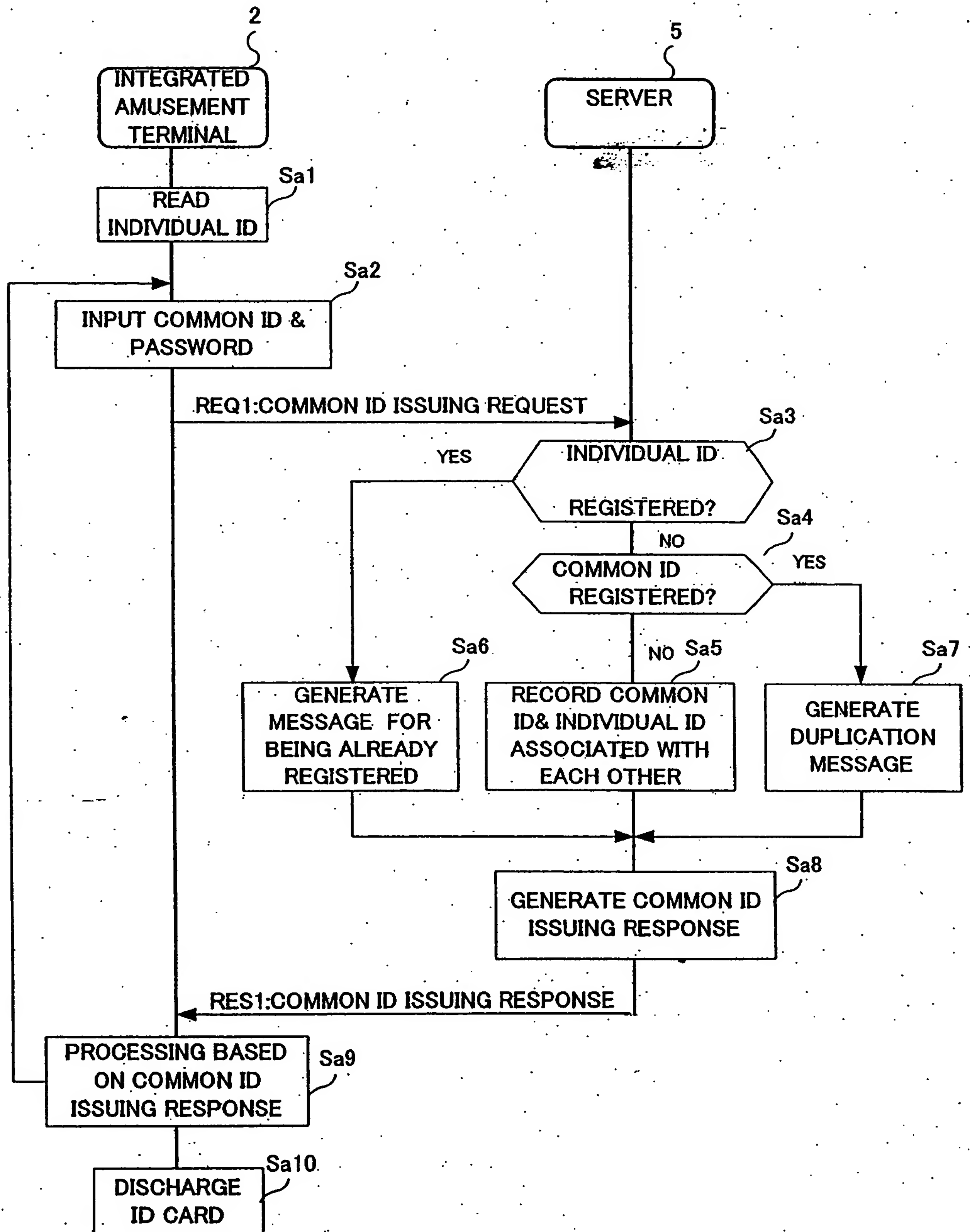


FIG. 8

★ ★ ★      ISSUE  
COMMON ID      ★ ★ ★

▼ COMMON ID ▼

221

222 ▼ PASSWORD ▼      ▼ MESSAGE ▼

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
a	b	c	d	e	f	g
h	i	j	k	l	m	n
o	p	q	r	s	t	u
v	w	x	y	z		
.	·	~	←	→	RETRUN	

223



FIG. 9A

COMMON ID	PASS WORD	COMMON POINTS	INDIVIDUAL ID			
			MUSIC GAME	MAH-JONG GAME	ACTION GAME	...
tyuilkjh	piok	100	A123456	—	—	...

FIG. 9B

COMMON ID	PASS WORD	COMMON POINTS	INDIVIDUAL ID			
			MUSIC GAME	MAH-JONG GAME	ACTION GAME	...
tyuilkjh	piok	100	A123456	B775544	—	...

FIG. 10

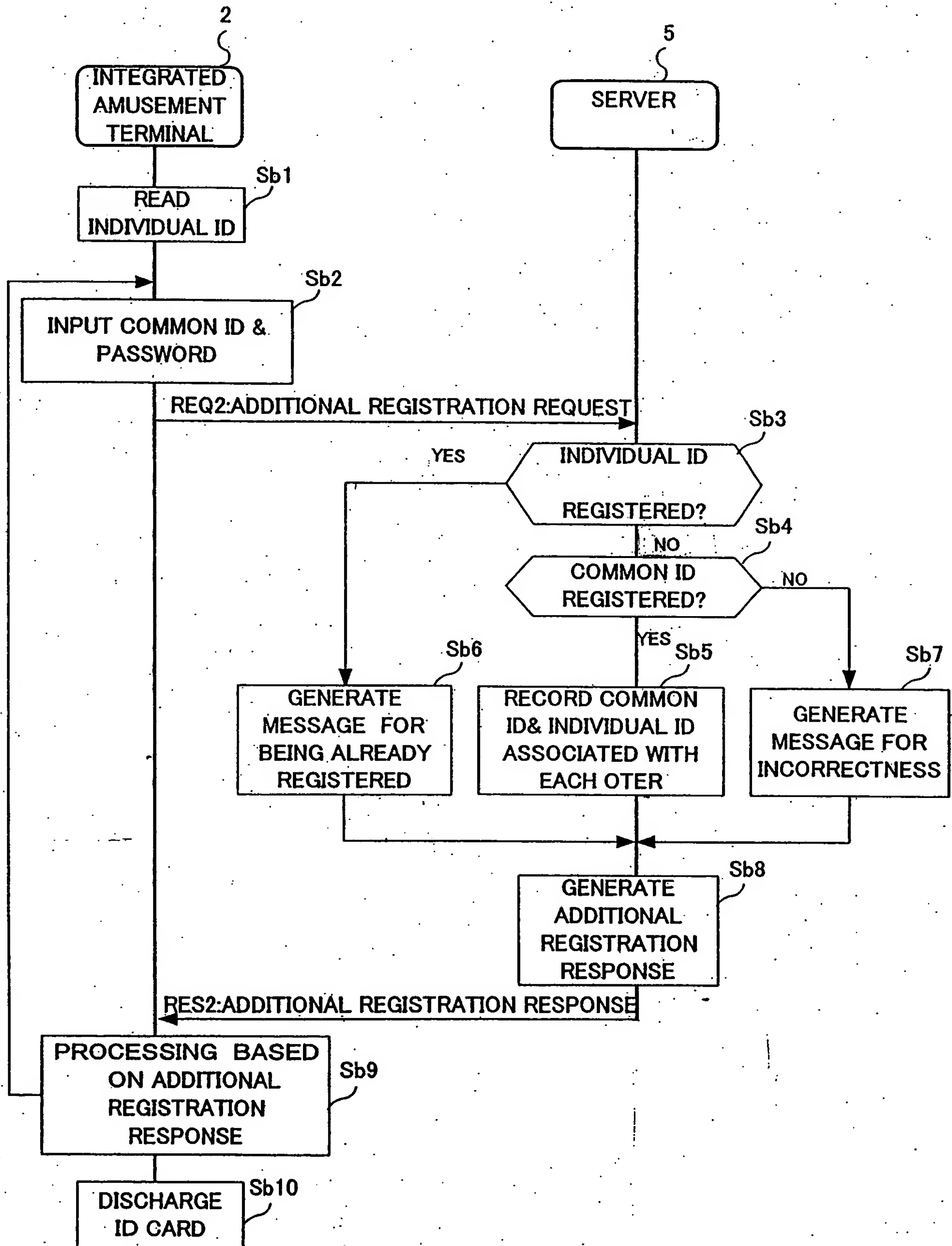


FIG. 11

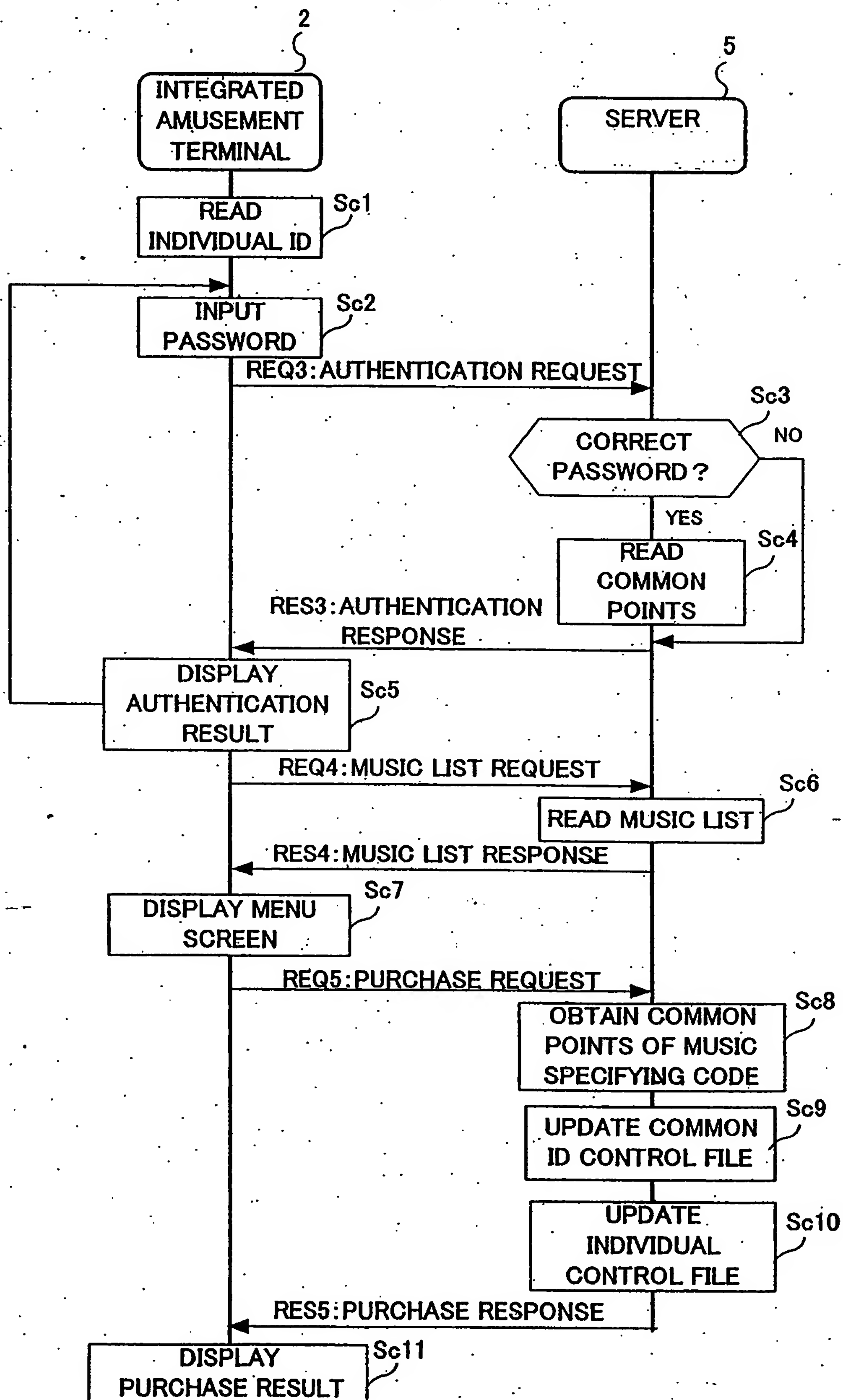


FIG. 12



FIG. 13

**MENU** PLEASE SELECT A MUSIC PIEACE


**BEAT-FINAL**

GENRE	TITLE	ARTIST	TIME	ポイント
J-POPS	COCO	tatuo yamsita	3' 29'	200
J-POPS	summer time	sasa	3' 10'	310
J-POPS	1st love	sasa	4' 18'	240
JAZZ	september	xyz	4' 07'	300
ENKA	nanba no hanamic hi	tetsuo minami	3' 33'	260
ROCK	red car	mimich	5' 15'	300
ROCK	bule sky	mimich	6' 14'	280
JAZZ	retem to me	xyz	3' 10'	290
J-POPS	moon	K. Y	2' 58'	777
J-POPS	komaruri	tatuo yamsita	4' 22'	450

214

215

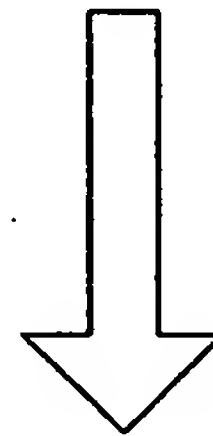
YOUR POINTS 350

 up/down

TIME 2' 35'

FIG. 14

COMMON ID	PASS WORD	COMMON POINTS	INDIVIDUAL ID			
			MUSIC GAME	MAH-JONG GAME	ACTION GAME	...
zxcvbnmp	koma	350	A123333	—	—	...



COMMON ID	PASS WORD	COMMON POINTS	INDIVIDUAL ID			
			MUSIC GAME	MAH-JONG GAME	ACTION GAME	...
zxcvbnmp	koma	150	A123333	B655123	—	...

FIG. 15

INDIVIDUAL ID	PERSONAL INFORMATION
A123333	P001



INDIVIDUAL ID	PERSONAL INFORMATION
A123333	P001, P123



FIG. 16

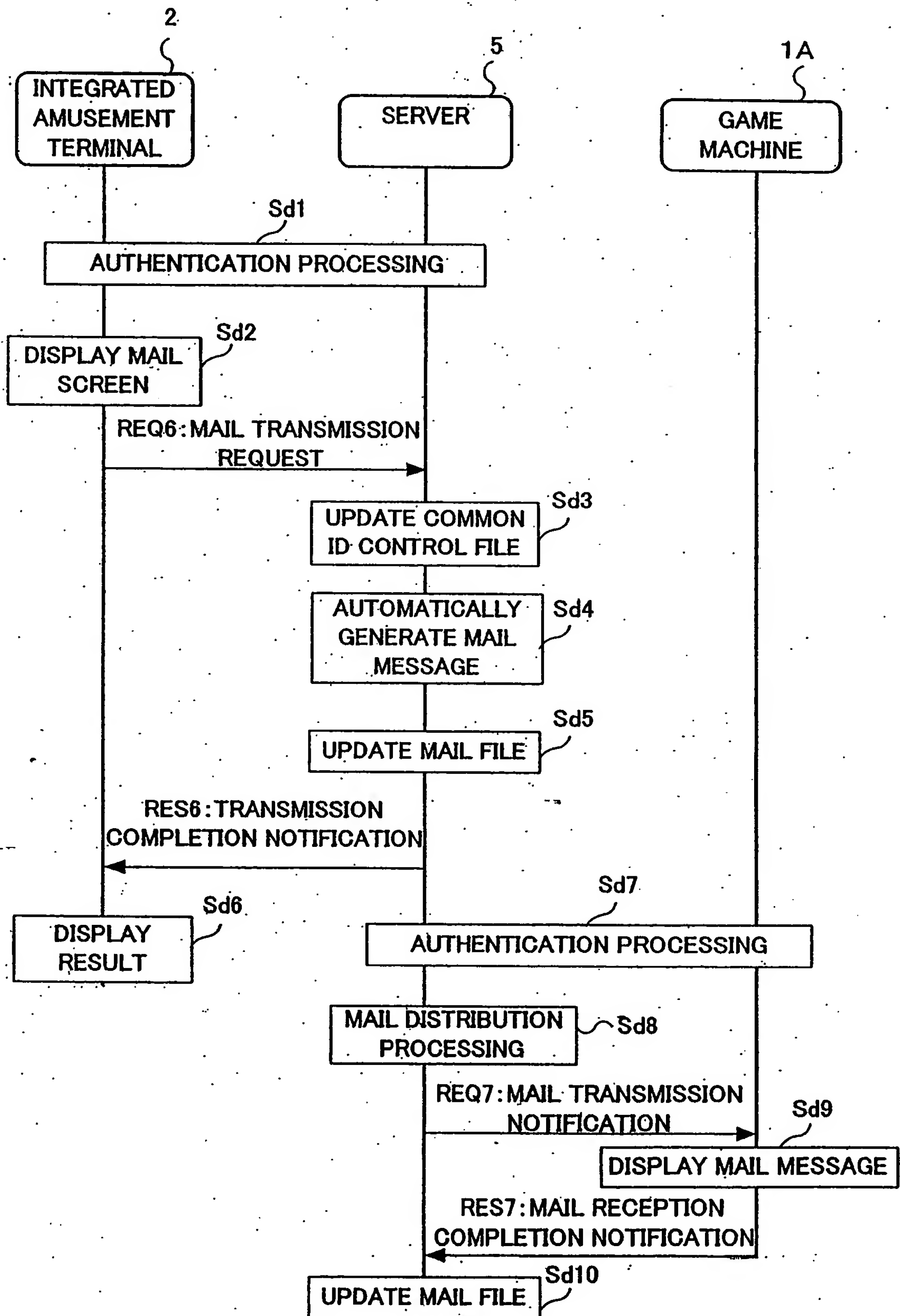


FIG. 17

★★★ COMMON POINTS TRANSMISSION ★★★

▼ RECEIVER'S COMMON ID ▼

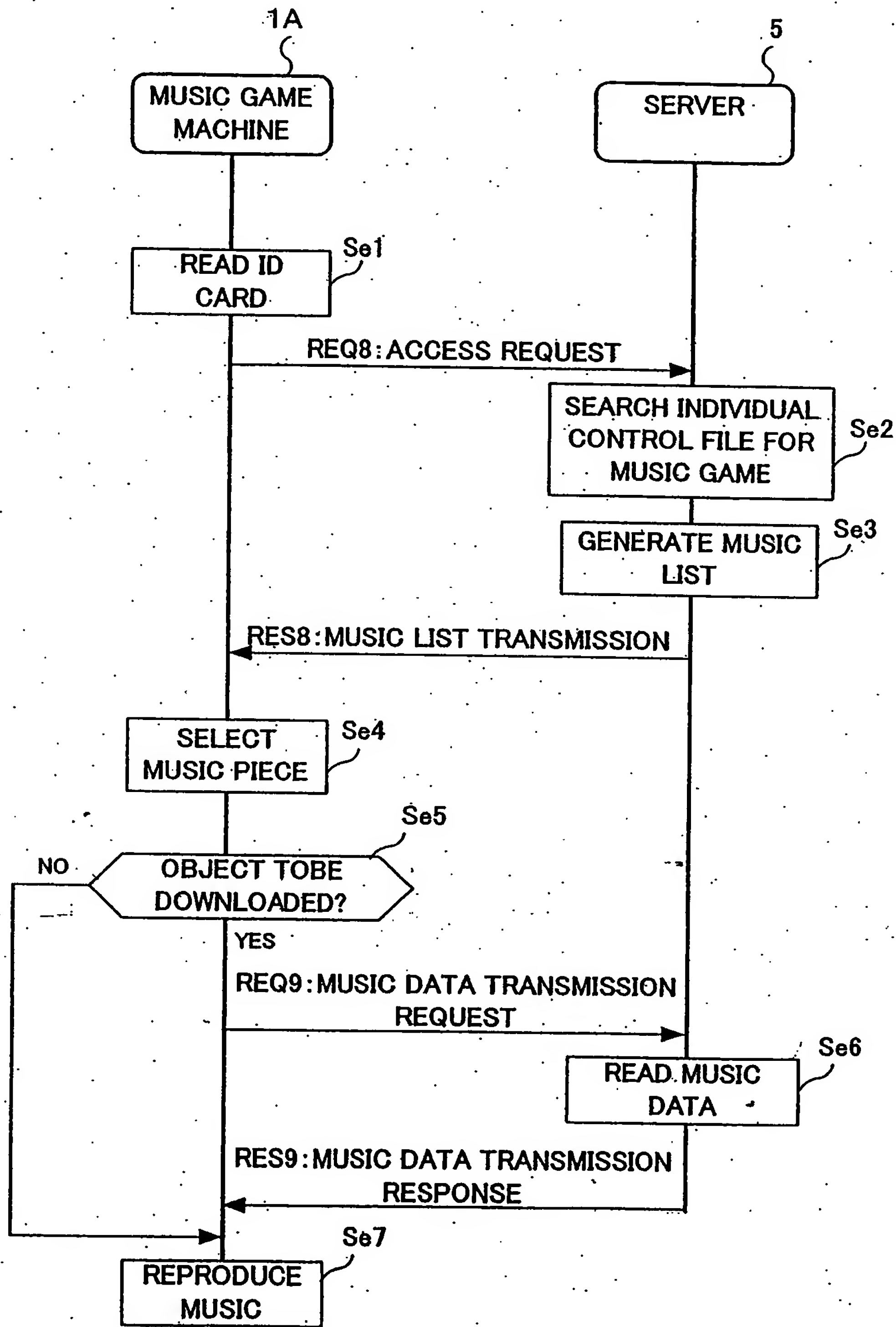
a	b	c	d	e	f	g
h	i	j	k	l	m	n
o	p	q	r	s	t	u
v	w	x	y	z		
.	·	~	←	→	RETURN	
OK		DEL		BS		

▼ CURRENT COMMON POINTS ▼

▼ COMMON POINTS TO BE SENT ▼

225  
224  
226

FIG. 18



EV 306627445 us 9/11/03  
Express Mail Label No. Dated:

Docket No.: 9867/0200009-US0  
(PATENT)

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Patent Application of: Hajime Sato, et al.

Application No.: Not Yet Assigned

Confirmation No.:

Filed: Concurrently Herewith

Art Unit: N/A

For: GAME SYSTEM, SERVER APPARATUS AND  
REGISTER TERMINAL Examiner: Not Yet Assigned

CLAIM FOR PRIORITY AND SUBMISSION OF DOCUMENTS

MS Patent Application  
Commissioner for Patents  
P.O. Box 1450  
Alexandria, VA 22313-1450

Dear Sir:

Applicant hereby claims priority under 35 U.S.C. 119 based on the following prior foreign application filed in the following foreign country on the date indicated:

Country	Application No.	Date
Japan	2002-265487 --	September 11, 2002

In support of this claim, a certified copy of the said original foreign application is filed herewith.

Dated: September 11, 2003

Respectfully submitted,

By

for Joseph R. Robinson

Registration No.: 33,448

DARBY & DARBY P.C.

P.O. Box 5257

New York, New York 10150-5257

(212) 527-7700

(212) 753-6237 (Fax)

Attorneys/Agents For Applicant

日本国特許庁  
JAPAN PATENT OFFICE

別紙添付の書類に記載されている事項は下記の出願書類に記載されて  
いる事項と同一であることを証明する。

This is to certify that the annexed is a true copy of the following application as filed  
with this Office

出願年月日

Date of Application:

2002年 9月11日

出願番号

Application Number:

特願2002-265487

[ST.10/C ]:

[JP2002-265487]

出願人

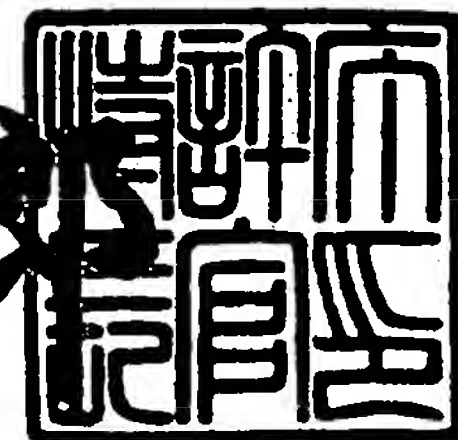
Applicant(s):

コナミ株式会社

2003年 6月30日

特許庁長官  
Commissioner,  
Japan Patent Office

太田信一



出証番号 出証特2003-3051736

**ASSIGNMENT**

I, **Hajime SAITO**, a citizen of Japan, residing at c/o Konami Corporation, 4-1 Marunouchi 2-chome, Chiyoda-ku, Tokyo 100-6330, Japan; and

I, **Osamu MIGITERA**, a citizen of Japan, residing at c/o Konami Corporation, 4-1 Marunouchi 2-chome, Chiyoda-ku, Tokyo 100-6330, Japan; and

I, **Hotaru KOMATSU**, a citizen of Japan, residing at c/o Konami Corporation, 4-1 Marunouchi 2-chome, Chiyoda-ku, Tokyo 100-6330, Japan; and

I, **Chihiro INOUE**, a citizen of Japan, residing at c/o Konami Corporation, 4-1 Marunouchi 2-chome, Chiyoda-ku, Tokyo 100-6330, Japan; and

I, **Kazuyasu KAWAMURA**, a citizen of Japan, residing at c/o Konami Corporation, 4-1 Marunouchi 2-chome, Chiyoda-ku, Tokyo 100-6330, Japan; and

I, **Takao TADA**, a citizen of Japan, residing at c/o Konami Corporation, 4-1 Marunouchi 2-chome, Chiyoda-ku, Tokyo 100-6330, Japan

(hereinafter called "ASSIGNOR") in consideration of the sum of One Dollar (\$1.00) or the equivalent thereof, and other good and valuable consideration, receipt of which is hereby acknowledged, paid to me by

**Konami Corporation**

a corporation organized under the laws of Japan, located at 4-1, Marunouchi 2-chome, Chiyoda-ku, Tokyo 100-6330, Japan, (hereinafter called the "ASSIGNEE"), do hereby sell and assign to said ASSIGNEE, its successors and assigns, all my right, title and interest, in and for the United States of America, in and to my invention entitled:

**GAME SYSTEM, SERVER APPARATUS AND REGISTER TERMINAL**

invented by me, as a co-inventor if other inventors are identified above, and described in Application Serial No. 10/660,472, filed September 11, 2003 for United States Letters Patent therefor, and all divisions, reissues, continuations and extensions thereof, said interest being my entire ownership interest in said Letters Patent when

granted, to be held and enjoyed by said ASSIGNEE, its successors, assigns or other legal representatives, to the full end of the term for which said Letters patent may be granted, as fully and entirely as the same would have been held and enjoyed by me if this assignment and sale had not been made;

And I hereby agree to sign and execute any further documents or instruments which may be necessary, lawful, and proper in the prosecution of said above-named application or in the preparation and prosecution of any continuing, continuation-in-part, substitute, divisional, renewal or reissue applications, or in any amendment, extension, or interference proceedings, or otherwise to secure the title thereto in said ASSIGNEE;

And I hereby authorize and request the Commissioner of Patents and Trademarks to issue said Letters Patent to said ASSIGNEE.

I declare under penalty of perjury under the laws of the United States of America that I have signed this document as my own free act and that all of the foregoing is true and correct.

齊藤 肇

Hajime SAITO

DATED: 15/10/2003

右奇 修

Osamu MIGITERA

DATED: 15/10/2003

小松 ほたる

Hotaru KOMATSU

DATED: 15/10/2003

井上 ちひろ

Chihiro INOUE

DATED: 15/10/2003

河村 和保

Kazuyasu KAWAMURA

DATED: 15/10/2003

Takao TADA

DATED: \_\_\_\_\_



**Declaration and Power of Attorney for Patent Application****特許出願宣言書及び委任状****Japanese Language Declaration****日本語宣言書**

私は、以下に記名された発明者として、ここに下記の通り宣言する：

As a below named inventor, I hereby declare that:

私の住所、郵便の宛先として国数は、私の氏名の後に記載された通りである。

My residence, post office address, and citizenship are as stated next to my name.

下記の名称の発明について、特許請求範囲に記載され、且つ特許が求められている発明主題に関して、私は、最初、最先且つ唯一の発明者である（唯一の氏名が記載されている場合）か、或いは最初、最先且つ共同発明者である（複数の氏名が記載されている場合）と信じている。

I believe I am the original, first and sole inventor (if only one name is listed below) or an original, first and joint inventor (if plural names are listed below) of the subject matter which is claimed and for which a patent is sought on the invention entitled

GAME SYSTEM, SERVER APPARATUS AND  
REGISTER TERMINALGAME SYSTEM, SERVER APPARATUS AND REGISTER  
TERMINAL

上記発明の明細書はここに添付されているが、下記の欄がチェックされている場合は、この限りでない：

the specification of which is attached hereto unless the following box is checked:

☒ 09/11/2003 の日に出版され、☒ was filed on 09/11/2003

この出版の米国出版番号またはPCT国際出版番号は、

as United States Application Number or

PCT International Application Number

10/660,472 であり、且つ

10/660,472 and was amended on

(if applicable).

の日に修正された出版（該当する場合）

私は、上記の補正書によって修正された、特許請求範囲を含む上記明細書を検討し、且つ内容を理解していることをここに表明する。

I hereby state that I have reviewed and understand the contents of the above identified specification, including the claims, as amended by any amendment referred to above.

私は、連邦規則法第37編規則1.56に定義されている、特許性について必要な情報を開示する義務があることを認める。

I acknowledge the duty to disclose information which is material to patentability as defined in Title 37, Code of Federal Regulations, Section 1.56.

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

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I hereby claim foreign priority under Title 35, United States Code Section 119(a)-(d) or 365(b) of any foreign application(s) for patent or inventor's certificate, or 365 (a) of any PCT International application which designated at least one country other than the United States listed below and have also identified below, by checking the box, any foreign application for patent, or inventor's certificate, or PCT International application having a filing date before that of the application for which priority is claimed.

## Prior Foreign Application(s)

外国での先行出願

2002-265487  
(Number)  
(番号)

Japan  
(Country)  
(国名)

11/09/2002  
(Day/Month/Year Filed)  
(出願日/月/年)

☐

(Number)  
(番号)

(Country)  
(国名)

(Day/Month/Year Filed)  
(出願日/月/年)

☐

私は、ここに、下記はいかなる米国特許出願についても、その米国法典第35編119条(e)項の利益を主張する。

I hereby claim the benefit under Title 35, United States Code, Section 119(e) of any United States provisional application(s) listed below.

(Application No.)  
(出願番号)

(Filing Date)  
(出願日)

(Application No.)  
(出願番号)

(Filing Date)  
(出願日)

私は、ここに、下記はいかなる米国出願についても、その米国法典第35編第120条に基づく利益を主張し、又米国を指定するいかなるPCT国際出願についても、その同第365条(c)に基づく利益を主張する。また、本出願の各特許請求の範囲の主題が、米国法典第36編第112条第1段に規定された態様で、先行する米国出願又はPCT国際出願に開示されていない場合においては、その先行出願の出願日と本国内出願日またはPCT国際出願日との間の期間中に入手された情報で、発明の態様は第37編規則1.56に定義された特許性に関わる重要な情報について開示義務があることを承認する。

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(Application No.)  
(出願番号)

(Filing Date)  
(出願日)

(Status Patented, Pending, Abandoned)  
(状況: 特許許可、係属中、放棄)

(Application No.)  
(出願番号)

(Filing Date)  
(出願日)

(Status Patented, Pending, Abandoned)  
(状況: 特許許可、係属中、放棄)

私は、ここに表明された我自身の知識に基づく陳述が真実であり、且つ情報と信ずることに基づく陳述が、真実であると信じられることを宣誓し、さらに、故意に虚偽の陳述などを行った場合は、米国法典第18編第1001条に基づき、罰金または拘禁、若しくはその両方により処罰され、またそのような故意による虚偽の陳述は、本出願またはそれに対して発行されるいかなる特許も、その有効性に問題が生ずることを理解した上で陳述が行われたことを、ここに宣言する。

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

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POWER OF ATTORNEY: As a named inventor, I hereby appoint the following attorney(s) and/or agent(s) to prosecute this application and transact all business in the Patent and Trademark Office connected therewith: (list name and registration number).

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Joseph R. Robinson, (212) 527-7783

Direct Telephone Calls to: (name and telephone number)

Joseph R. Robinson, (212) 527-7783

唯一または第一発明者氏名 Hajime Saito	Full name of sole or first inventor Hajime Saito
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第二共同発明者がいる場合、その氏名 Osamu Migitera	Full name of second joint inventor, if any Osamu Migitera
第二共同発明者の署名 日付	Second inventor's signature Date 右寺 修 15/10/2003
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国籍 Japan	Citizenship Japan
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(第三以下の共同発明者についても同様に記載し、署名をすること)

(Supply similar information and signature for third and subsequent joint inventors.)

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発明者の署名 日付	Inventor's signature Date 小松 ほたる 15/10/2003
住所 Tokyo, Japan	Residence Tokyo, Japan
国籍 Japan	Citizenship Japan
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Chihiro Inoue	Full name of fourth joint inventor, if any Chihiro Inoue
発明者の署名 日付	Inventor's signature Date 井上 523 15/10/2003
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国籍 Japan	Citizenship Japan
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Kazuyasu Kawamura	Full name of fifth joint inventor, if any Kazuyasu Kawamura
発明者の署名 日付	Inventor's signature Date 河村 和保 15/10/2003
住所 Tokyo, Japan	Residence Tokyo, Japan
国籍 Japan	Citizenship Japan
郵便の宛先 c/o Konami Corporation 4-1, Marunouchi 2-chome Chiyoda-ku Tokyo 100-6330; JAPAN	Post Office Address c/o Konami Corporation 4-1, Marunouchi 2-chome Chiyoda-ku Tokyo 100-6330; JAPAN

Takao Tada	Full name of sixth joint inventor, if any Takao Tada
発明者の署名 日付	Inventor's signature Date
住所 Tokyo, Japan	Residence Tokyo, Japan
国籍 Japan	Citizenship Japan
郵便の宛先 c/o Konami Corporation 4-1, Marunouchi 2-chome Chiyoda-ku Tokyo 100-6330; JAPAN	Post Office Address c/o Konami Corporation 4-1, Marunouchi 2-chome Chiyoda-ku Tokyo 100-6330; JAPAN

## ご 依 頼

大阪市淀川区宮原5丁目8-7-1101

多田 孝男様

拝啓 早春の候 ますますご清栄のこととお慶び  
申し上げます。

さて、当職は、コナミ株式会社の代理人として、本  
書状を差し上げるものです。

この度、多田様がコナミ株式会社にご在職中に携わ  
られたご発明「ゲームシステム、サーバ装置及び登録  
端末」を米国に特許出願することになりました。米国  
特許法では、出願時に提出する宣言書及び譲渡書には  
共同発明者様全員のご署名が必要であると規定され、  
離職された方についてもご署名を可能な限り頂くよ  
うに規定されています。つきましては、貴殿のご署名  
も頂ければ幸いに存じます。宣言書及び譲渡書を出願  
用明細書と共に別便にて送付致しますので、宣言書及  
び譲渡書の貴殿のご署名欄にご署名及びご捺印後、同  
封の返信用封筒で2004年4月8日（木）迄に弊所  
に到着するようご返送して頂きたく宜しくお願い致



します。

米国代理人によれば、宣言書及び譲渡書の署名に関する貴殿とのやり取りは、記録に残して米国特許庁へ提出するとのことであり、我国で公式な通信記録を残すには内容証明郵便を利用せざるを得ません。従って、本書状を内容証明郵便にて送付させて頂きました。内容証明郵便として送付することにこれ以上の意図はございませんので、念のためご承知おき下さい。

尚、2004年4月8日までにご署名入り宣言書及び譲渡書が弊所に到着しない場合は、貴殿にご署名の意思がないものとして出願手続きを進めさせて頂きますのでご了承の程宜しくお願い致します。

敬具

2004年3月26日

東京都千代田区丸の内2丁目4番1号

コナミ株式会社

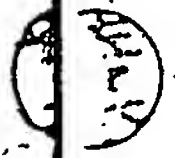
同上代理人

東京都中央区京橋1-16-10オークビル京橋4  
階

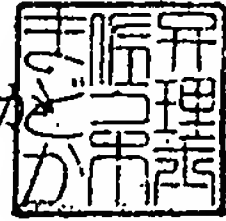
東京セントラル特許事務所内



弁理士 山本 晃



弁理士 佐々木 まどか



この郵便物は 平成 16 年 3 月 26 日

第 43457 号書留内容証明郵便物

として差し出したことを証明します。

16.3.26

12-13

京橋郵便局長

12-13

16.3.26  
12-13



# 送付状

平成 16 年 3 月 26 日

大阪市淀川区宮原5-8-7-1101

多田 孝男様



東京セントラル特許事務所

Tokyo Central Patent Firm

東京セントラル特許事務所

〒104-0031

東京都中央区京橋 1-16-10 オークビル 4F

TEL:03(5524)2323 FAX:03(5524)2325

担当 佐々木

拝啓 時下益々ご清祥のこととお慶び申し上げます。

別送の内容証明郵便の「ご依頼」書面にて申し上げております権利譲渡書 ("Assignment") 及び宣言書 ("Declaration") を出願用書類と共に送付します。

ご署名された権利譲渡書及び宣言書を同封の返信用封筒にて 2004 年 4 月 8 日 (木) までに弊所に到着するようご返送して頂きたく宜しくお願い致します。

尚、ご不明な点、ご質問等がございましたら弊所担当佐々木までご連絡下さい。

敬具

Covering Letter

8-7-1101, Miyahara 5-chome, Yodogawa-ku, Osaka-shi

Dear Mr. Takao Tada,

Tokyo Central Patent Firm

4th Floor, Oak building Kyobashi, 16-10, Kyobashi 1-chome, Chuou-ku,  
Tokyo

Contact: Sasaki

It is glad to be even more prospering in the season in early spring.

We will send the assignment and the declaration, which are described in the content-certified mail "REQUEST" to be sent by separate post, with the documents for filing.

We would appreciate your signing the assignment and the declaration, and returning them by an enclosed return-mail envelope so that the return will reach us until Thurs. April 8, 2004.

If you have any questions concerning above, please do not hesitate to contact me.

Sincerely yours.

## REQUEST

8-7-1101, Miyahara 5-chome, Yodogawa-ku, Osaka-shi

Dear Mr. Takao Tada,

it is glad to be even more prospering in the season in early spring.

We will send you this letter as agents of Konami Corporation.

The invention "GAME SYSTEM, SERVER APPARATUS AND REGISTER TERMINAL", to which you were relating when you were in office of Konami Corporation, is filing for patent in USA. The law of USA specifies that all signs of joint inventors are needed for a declaration and an assignment in principle, and even if one of them leaves a job, we have to try to obtain his/her sign with diligent effort. Therefore, with respect to the above invention, we would appreciate it if you could sign the declaration and the assignment. As we will send the declaration and the assignment with the other related documents for the filing by separate post, we would appreciate your signing the declaration and the assignment, and returning them to us by an enclosed return-mail envelope so that the return will reach us until Thurs. April 8th, 2004. According to an agent in USA, a recorded communication with you with respect to obtaining your sign for the declaration and the assignment will be filed the register USPTO. In Japan, to make a communication record officially, we have no choice but to use a content-certified mail. Therefore, we are sending this letter as a content-certified mail. We would like you to understand that we don't have any further intention for using the content-certified mail.

On the other hand, if we will not obtain the return from you until April 8th, 2004, please note that we would deem that you have no intention to sign both of the declaration and the assignment to carry forward the procedures regarding to the filing for the above invention.

Sincerely yours.

March 26, 2004

4-1, Marunouchi 2-chome, Chiyoda-ku, Tokyo  
Konami Corporation

The agents thereof

c/o Tokyo Central Patent Firm

4th Floor, Oak building Kyobashi, 16-10, Kyobashi 1-chome, Chuou-ku,  
Tokyo

Patent Attorney Koji Yamamoto

Patent Attorney Madoka Sasaki

書留・配達記録郵便物受領証(乙)

(差出人の住所氏名) 東京都中央区京橋1の16の10 オークビル京橋4F 様 東京セントラル特許事務所 弁理士 本島 佐々木 孝也				
受取人の氏名	引受番号	郵便料	申出損害要償額	摘要
多田 孝男	118-49-03391-0	1,110	---	一般

ご注意 この受領証は、損害賠償の請求をするときその他の場合に必要ですから大切に保存してください。  
簡易書留の損害要償額は、8千円を限度とする実損額です。  
摘要欄：カン(簡易)、キロ(配達記録)、ソク(速達)、ハイ(配達証明)の記号 ナイ(内容証明)、トク(特別送達)、ダイ(代金引換) シ(引受時刻証明)、シテ(配達日指定)

郵便局  
京橋  
04.03.26\*12-18

書留・配達記録郵便物受領証(乙)

(差出人の住所氏名) 東京都中央区京橋1の16の10 オークビル京橋4F 様 東京セントラル特許事務所 弁理士 本島 佐々木 孝也				
受取人の氏名	引受番号	郵便料	申出損害要償額	摘要
多田 孝男	118-48-43457-0	840 840		920

ご注意 この受領証は、損害賠償の請求をするときその他の場合に必要ですから大切に保存してください。  
簡易書留の損害要償額は、8千円を限度とする実損額です。  
摘要欄：カン(簡易)、キロ(配達記録)、ソク(速達)、ハイ(配達証明)の記号 ナイ(内容証明)、トク(特別送達)、ダイ(代金引換) シ(引受時刻証明)、シテ(配達日指定)

16.3  
28  
郵便局

Delivery Note for Registered mail and Delivery record mail

Name and Address of Sender:

Tokyo Central Patent Firm

4th Floor, Oak building Kyobashi, 16-10, Kyobashi 1-chome  
Chuo-ku, Tokyo

Patent Attorney Koji Yamamoto, Madoka Sasaki

Name of Receiver: Takao Tada

Receipt number: 118-49-03391-0

Postal Charge: 1,110

Offer Damages

Memo: general

**Delivery Note for Registered mail and Delivery record mail**

**Name and Address of Sender:**

**Tokyo Central Patent Firm**

**4th Floor, Oak building Kyobashi, 16-10, Kyobashi 1-chome  
Chuo-ku, Tokyo**

**Patent Attorney Koji Yamamoto, Madoka Sasaki**

**Name of Receiver: Takao Tada**

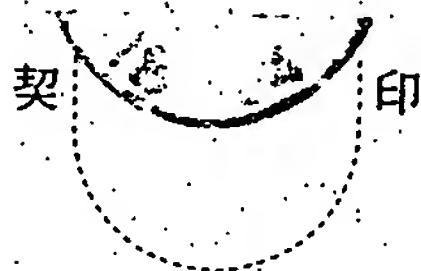
**Receipt number: 118-48-43457-0**

**Postal Charge: 840**

**Offer Damages:**

**Memo: 920**



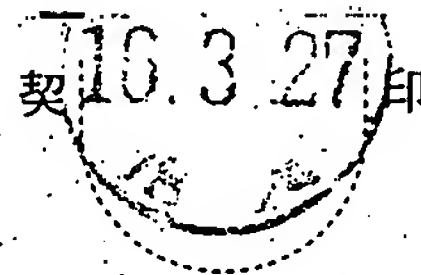


## 郵便物配達証明書

受取人の 氏 名	様 タタ 孝男
引受番号	号 11A-4A-43457-0
上記の郵便物は、16年3月27日 配達したのでこれを証明します。	
53Z-8799 大 阪 淀 川 都府県 郵便局	

107370 (15・HIN)

再生紙使用



## 郵便物配達証明書

受取人の 氏 名	様 タタ 孝男
引受番号	号 11A-49-03391-0
上記の郵便物は、16年3月27日 配達したのでこれを証明します。	
53Z-8799 大 阪 淀 川 都府県 郵便局	

107370 (15・HIN)

再生紙使用

**Certification for Mail delivery**

**Name of Receiver: Takao Tada**

**Receipt number: 118-49-03391-0**

**It is certificated that the above mail was delivered in March 27th, 16.  
532-8799**

**Osaka-fu Yodogawa Post Office**

**Date Stamp**

**Yodogawa 16.3.27**

**Certification for Mail delivery**

**Name of Receiver: Takao Tada**

**Receipt number: 118-49-43457-0**

**It is certificated that the above mail was delivered in March 27th, 16.  
532-8799**

**Osaka-fu Yodogawa Post Office**

**Date Stamp**

**Yodogawa 16.3.27**